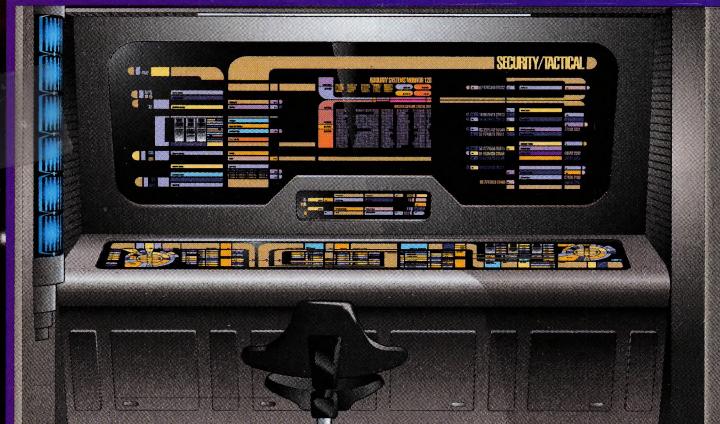


MARGATE
STAR TREK NATIONAL
WILLIAMS \$5.40
(587)
GG 3F
W062
120380427

£1.99

RAID

THE OFFICIAL STAR TREK® FACT FILES 223



U.S.S. VOYAGER NCC-74656
Main bridge tactical station explored

Index to the Dominion
A guide to the deadly invaders

The Horta of Janus VI
Profile of a silicon-based life form

Zefram Cochrane
Inventor of the warp engine

Genetronic Replicator
Revolutionary medical technology

Dr. Bashir and Romance
Love blossoms on DEEP SPACE NINE

Ships of the Son'a Fleet
Detailed look at Ru'afo's vessels



ISSN 1364-3983



9 771364 398003



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 223

The Guide to the STAR TREK Galaxy

The DOMINION Index

The COCHRANE Index

The HORTA

The DINAAL

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:

Deck-by-Deck – Deck 1

U.S.S. VOYAGER NCC-74656: Tactical Station

Non-FEDERATION Starships

Ships of the SON'A

Personnel Files

JULIAN BASHIR and Romance

YAREENA and LUTAN

MIRI

Equipment & Technology

GENETRONIC REPLICATOR

Starship Log

STAR TREK VI: THE UNDISCOVERED COUNTRY

– Index (Part 2)

A-Z Access Point Update

New Alphabetical Entries and Updates

TM, ® & © 2001, Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.

Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

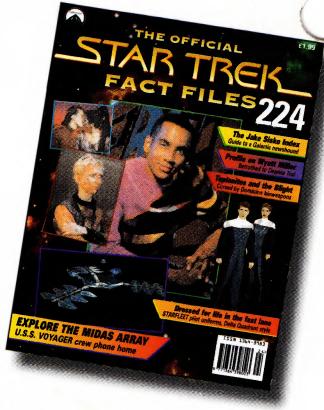
This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Senior Editor: Jennifer Cole
Editors: Tim Leng, Emily Robertson-Heggs
Assistant Editor: Lee Binding
Editorial Assistant: Anthony Weaver
Authors: Ian Clark, Jennifer Cole, Chris Dows, Peter Griffiths, Tim Leng, Thomas Scruton
Design: Martin Ritchie, Graham Miller
Art Editor: Emily Robertson-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Associate Editors: Ben Robinson, Marcus Riley
Colour reproduction by: Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by: COMAG (Tel. 01895 44055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecik
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday

COMING NEXT WEEK:



The Guide to the STAR TREK Galaxy

The JAKE SISKO Index

The KRENIM Index

The VIANS

The TEPLANITES

FEDERATION STARFLEET

THE MIDAS ARRAY

NON-FEDERATION STARSHIPS

KLINGON BIRDS-OF-PREY: Fleet Listings

Personnel Files

JANEWAY: Determination and Regrets

ADMIRAL CARTWRIGHT

WYATT MILLER

EQUIPMENT & TECHNOLOGY

Ramuran Weapons and Technology

Racing Uniforms

Starship Log

STAR TREK GENERATIONS – Index (Part 1)

A-Z Access Point

New Alphabetical Entries and Updates

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 0870 729 9292 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE**. (For issues with a free binder, please add £1.00 to cover postage and packing.) **HOW TO ORDER** Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 0870 729 9292. **CUSTOMER QUERIES** If you have any queries regarding your collection, please telephone us on 0870 729 9292.

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesley Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

The Guide to the STAR TREK Galaxy

FILE 1

CARD 84

THE COCHRANE INDEX

Zefram Cochrane's place in history is assured — this remarkable, but surprisingly ordinary man is responsible for the development of the *Phoenix*, Earth's first warp-capable space vessel. This revolutionary creation leads to *First Contact* with the Vulcans, and an amazing voyage of discovery for Cochrane himself.

The Companion



FILE 57

CARD 5



Nancy Hedford

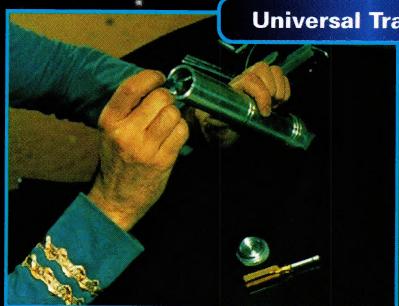


The terminally ill **Commissioner Nancy Hedford** chooses to merge with the **Companion**, in an effort to allow the noncorporeal life form to enjoy life with her beloved **Zefram Cochrane**.

FILE 44

CARD 18

Universal Translator



Captain James T. Kirk must use a handheld **universal translator** in an attempt to communicate with the **Companion** in 2267.



Zefram Cochrane is a heavy-drinking eccentric in the aftermath of Earth's Third World War. The creation of the *Phoenix*, however, allows him to assume the role of a highly respected figurehead for the planet he represents.

FILE 44 CARD 12

Zefram Cochrane

"Don't try to be a great man, just be a man . . . and let history make its own judgments."

— Commander William T. Riker quotes Zefram Cochrane.

FILE 63 CARD 6

THE COCHRANE FILES

SECTION 3: NON-FEDERATION SHIPS

33 3 THE PHOENIX

SECTION 4: PERSONNEL FILES

44 12 ZEFRAM COCHRANE

44 12A LILY SLOANE

44 18 NANCY HEDFORD

57 5 THE COMPANION

SECTION 6: STARSHIP LOG

68 STAR TREK: The Original Series

79 STAR TREK: FIRST CONTACT

THE COCHRANE INDEX

FILE 1 CARD 84

FILE 33 CARD 3

Zefram Cochrane creates Earth's first warp-capable space vessel out of the remnants of an unused nuclear missile. He christens it the **Phoenix**, after the mythical bird that rises from the flames of its own death.



The Phoenix

ZEFRAM COCHRANE STARSHIP LOG: Key episodes



'Metamorphosis'
FILE 68 CABD 30

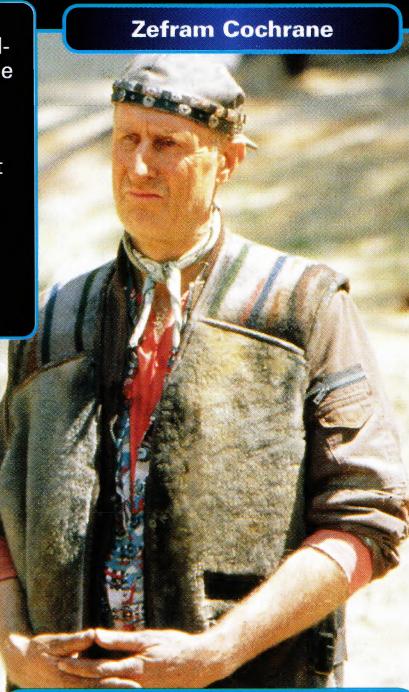


STAR TREK: FIRST CONTACT

FILE 79



Zefram Cochrane is ill-prepared for the attention the **Phoenix** will bring him. He had hoped that it would allow him to retire to "some tropical island" filled with naked women.



Zefram Cochrane

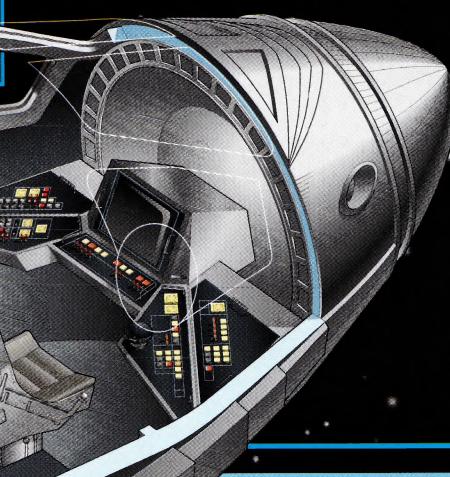


Lily Sloane

FILE 44 CARD 12A



Lily Sloane assists **Cochrane** in the creation of the ***Phoenix***. She is far more level-headed than her close friend, and is eager to stop him from drinking too much prior to the launch.



The Phoenix's Cockpit

The **Phoenix** is launched in stages, much like Earth rockets of the late 20th century. Upon leaving Earth's atmosphere, the outer paneling and lower rocket stage are discarded, and the warp nacelles are deployed ready for faster-than-light travel.

FILE 33 CARD 3A



The cockpit of the **Phoenix** is incredibly compact. There is, however, space for three personnel within its confines. A vast array of controls are presented to the crew, including, at **Cochrane's** insistence, a music system that plays loud rock 'n' roll music during lift-off.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 161



OTHER GROUPS
AND RACES

THE HORTA

The creature known as the **Horta** is initially perceived as a deadly murderer, but is found to be an intelligent and peaceful mother whose main concern is the welfare of her soon-to-be-born children.

The **Horta** are an ancient, intelligent, and peaceful non-humanoid race, indigenous to the planet **Janus VI**.

They are extremely long-lived by human standards, and exhibit an interesting evolutionary twist: every 50000 years, the entire race dies out apart from a sole survivor. This is the **race mother**, a carer who stands guard over a clutch of circular eggs containing the infant Horta who will hatch out to form the next generation.

The Horta live deep underground in a vast, warren-like structure of tunnels and caves they have created; each creature

is capable of secreting a powerful corrosive that it uses to move rapidly through solid rock, its natural habitat.

The Horta appear to be the only form of life native to Janus VI; they have no natural predators, and no other species on which to prey. They derive all the sustenance they need from the rocks through which they traverse.

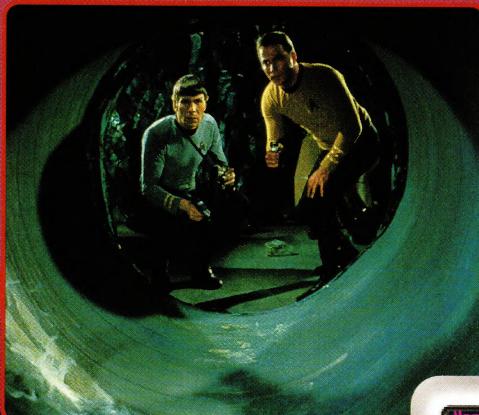
Silicon-based life

Unlike most known sentient species known to the **United Federation of Planets**, the Horta's body chemistry is based upon silicon instead of carbon. An adult Horta is typically one meter high, roughly convex

in shape, and composed of a substance similar to fibrous asbestos. Its body is mostly brown and green, with some orange and white veins running across its exterior surface. It travels mostly by scuttling along the ground, though it can rear up to release the corrosive substance from its underside, from which a fringe of cilia protrudes. Secreting acid in this way



▲ The Horta is not the most attractive creature in the Galaxy by human standards, but it is perfectly adapted to its environment on Janus VI. It lives on minerals ingested from the rocks through which it burrows, and can defend itself admirably from harm.

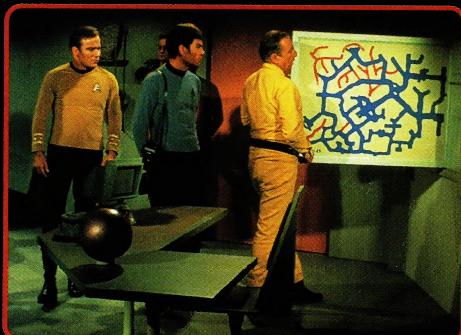


▲ The burrowing Horta leave behind them circular tunnels with smooth, glass-like sides. The passageways are large enough for humans to pass through easily, although they cannot stand upright in all of them.

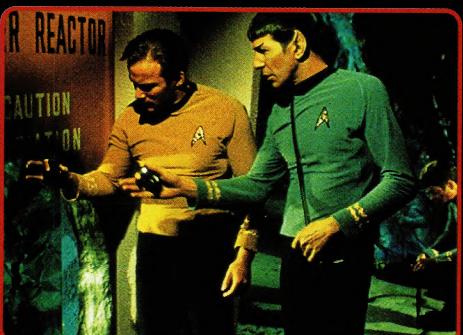
WORKING TOGETHER

Natural network

The Horta's remarkable ability to secrete a natural, acidic substance that literally eats through the tough rock of Janus VI's mantle proves to be a great advantage to the Federation team of pergium miners stationed on the planet. Generations of Horta have left behind a complex network of tunnels, and new generations can help the miners by creating tunnels in specific locations.



▲ The miners have mapped the tunnel network, but initially do not realize that it has been created by the Horta; they think it is just a natural formation.



▲ The Horta can bore through metal as well as rock. Some damage is caused to the mining equipment before friendly relations are established.

OTHER CARDS IN THIS FILE...

1C SILICON-BASED LIFE

SEE OTHER FILES...

THE UNITED FEDERATION OF PLANETSFile 7

STAR TREK: The Original Series.....File 68

Homeworld Janus VI

Class M Quadrant Alpha

Inhabitants The Horta

Life Forms

The only life form indigenous to Janus VI is a race of intelligent, silicon-based non-humanoid creatures that live in rock deposits beneath the planet's surface.

Technology

The Horta have not developed technology of their own, but help the Federation miners working on Janus VI as they have a natural ability to bore tunnels out of the dense rock.

Starship Log

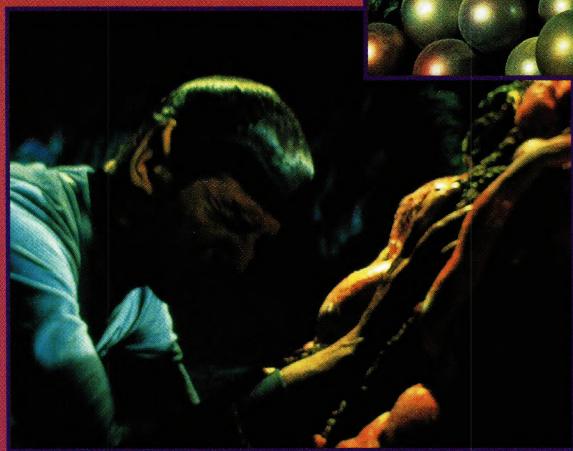
STAR TREK: The Original Series 'The Devil in the Dark'

GALAXY FACTS

- The Horta are the first silicon-based life forms encountered by the Federation.
- Other silicon-based life forms subsequently encountered by Starfleet include the microbrains of Velara III and the Crystalline Entity.



The Horta leaves behind acidic 'foot prints' burned into the rock, and can almost completely dissolve the bodies of the miners who attack her.



The Vulcan Spock is able to mind-meld with the Horta race mother and establish a telepathic contact through touch, just as he would with a carbon-based life form.

HEALING THE HORTA

McCoy to the rescue

The Horta race mother is, by necessity, a remarkably resilient creature: if she dies, the newly-hatched Horta infants will have little chance of survival. She can, however, be hurt and even killed by sustained fire from a Type-2 Starfleet phaser, and if any of her outer surface is detached, she suffers extreme pain. Such injuries are inflicted on the creature by the Federation miners out of fear and ignorance rather than malicious intent, and as soon as communications have been established, Starfleet's Dr. McCoy does all that he can to heal the creature, which he does using the timely and inspired application of a silicon-based thermoconcrete paste.



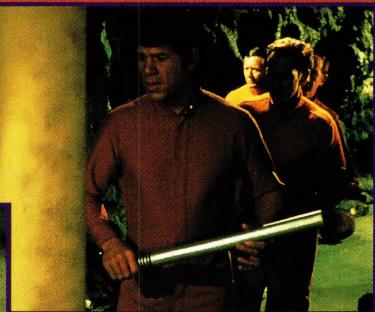
The silicon-based concrete used by Dr. McCoy to patch the creature's wounds is designed for use in building emergency shelters.

The Guide to the STAR TREK Galaxy

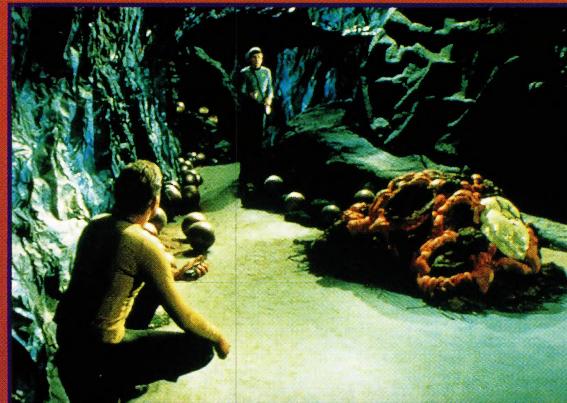
FILE 18 CARD 161



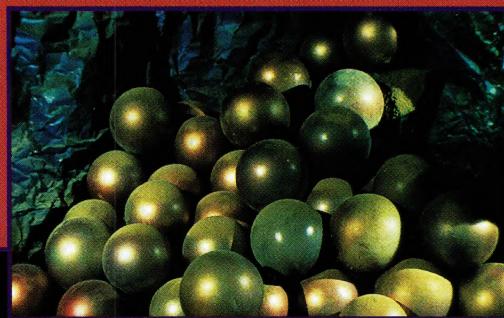
THE HORTA



Pergium miners fight back against the Horta race mother, unaware that she is only protecting her young. Neither race have a desire to inflict harm unless necessary.



The miners mistake the spherical Horta eggs for simple nodular silicon deposits.



The Horta is able to write a message by using her acid to burn into the rock surface.



appears to be its primary means of defense.

The Horta have no obvious external sensory organs, though the race mother's intelligence enables her to communicate with humanoids in a rudimentary manner; she responds to limited telepathic probing from a **Vulcan mind-meld**.

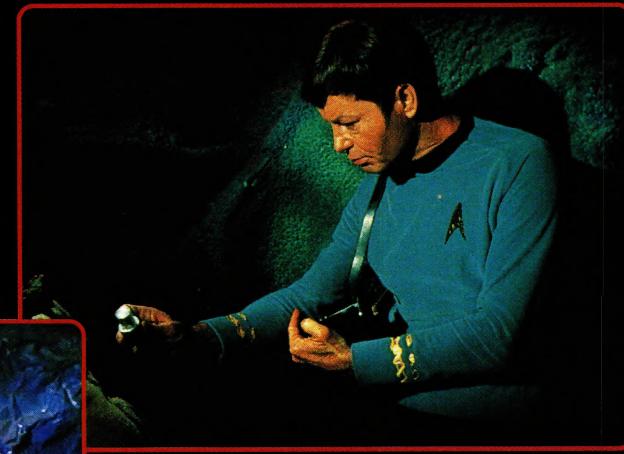
The Horta race mother is aware of the human mining colony established on Janus VI around 2216, to take advantage of rich

supplies of **pergium** and uranium, but does not interfere as most of the mining operations take place at higher levels than those at which her race usually live. In the weeks leading up to **Stardate 3196**, however, the miners open a new seam and inadvertently break through into what the Horta call the **Vault of Tomorrow** – a cave where the eggs are waiting to be hatched. At this stage, the miners are unaware that the Horta

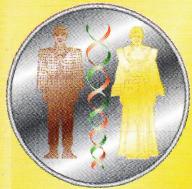
exist, and have no idea that they are destroying the eggs. In turn, the Horta race mother does not understand why the humans have suddenly decided to murder her unborn children. She strikes back, starting by dissolving some of the automated machinery. When the maintenance engineers try to repair it, the Horta kills them. Her speed is such that her victims barely have time to cry out in horror before they are killed. Only fragments of bone and teeth remain to show that they were ever alive.

Time for a truce

When the miners persist with their operations, the Horta moves up to higher levels, killing lone miners and sabotaging equipment – including the main circulating pump, vital for the **PXK reactor**. It takes the intervention of **Captain Kirk** and **Commander Spock** of the **U.S.S. Enterprise NCC-1701** to put an end to the deaths and establish common ground, giving the miners and the Horta the prospect of a peaceful coexistence in the future.



The Horta is unlike anything contained in the Starfleet Medical Database, but scanning it with a tricorder does give some clues as to how to treat its wounds.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 162



OTHER GROUPS
AND RACES

THE DINAAL

OTHER GROUPS
AND RACES

It is common for civilizations in trouble to turn to outside agencies for aid and perspective. In 2377, the Delta Quadrant race known as the Dinaal recruit the hard-nosed administrator Chellick to solve their vast healthcare problem, but his methods are unpalatable to many.

The Dinaal race comprises beings who are physically identical to humans, and generally wear smocks of a single color, or simple brown coveralls. Sadly, they experience problems endemic to many cultures – overcrowding, under-resourcing, and a lack of efficient environmental management are common place.

Their world is a murky green when seen from space; extensive clouds roil in an ominous sky that also sparks with lightning. On the surface, the cities are impressive for their sheer density: every inch of land is covered in ornate, high-rise buildings constructed from materials that appear disaster-worn and washed-

out. The urban areas stretch right to the water's edge, and some buildings even rise out of the water itself. It is unknown if such cities cover the entire surface, or if some areas of natural beauty still remain; none of the latter have been observed.

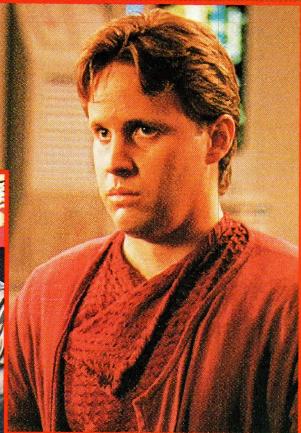
Poisoning the planet

The infrastructure needed to service these metropolises inevitably creates pollution. Columns of black smoke can be seen rising from huge chimneys, and mining facilities are commonplace. One gigantic irrigation facility provides water to half of one of the planet's subcontinents.

Dinaal society is built on exceptional levels of segregation according

to profession, skills, and accomplishments – these combine in a consideration of the net importance of the individual to the community. This may sound like an admirably meritocratic system, but schooling and a choice of profession are rarely authorized for those who lack a certain social standing; rather, young people of less privileged backgrounds are allocated to basic jobs such as working in a refinery, like their parents before them.

Nowhere in Dinaal society is this inequality more clearly demonstrated than in its health system. The pollution levels cause serious health problems across the planet, and many of the unfortunate victims are treated aboard



► The Dinaal's health has been adversely affected by the pollution in their atmosphere.

► The Dinaal simply take what they want, and they kidnap the EMH.

a massive *Hospital Ship*, which is suspended in low orbit above the main Dinaal city. It is circular, with various appendages sticking out at eccentric angles, and it lights up the night sky

OTHER CARDS IN THIS FILE...

101 THE TARESIANS

104 THE NYRIANS

106 THE HIROGEN

SEE OTHER FILES...

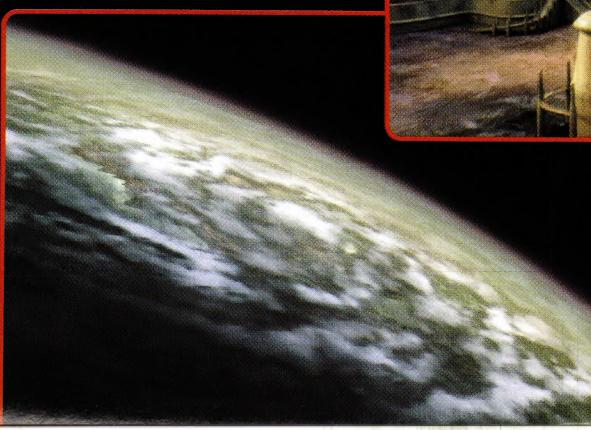
OTHER STARSHIPS.....File 40

STAR TREK: VOYAGER.....File 71

A DYING WORLD

Years of misuse

The Dinaal have spent many long years mining out their world's natural resources, and by the late 24th century they are paying the price, with planetwide famine and eco-disasters. Even faced with the prospect that they are a dying race, however, they do not seem to be willing to change.



► Pollution in the atmosphere makes the planet appear as a dirty, gray-green ball from space.

► Rusting factories and extensive mining facilities litter the surface, ruining the natural beauty of the world.

Designation	Dinaal Homeworld
Class	M
Inhabitants	Humanoid

Government
The ruling administration is extremely bureaucratic, and places more emphasis on class division than meritocracy. Some services, such as health care, are in such a mess that outside specialists have been called in to sort them out.

Environment
Damaged by years of industrial pollution. Highly advanced, but often used without common sense.

Technology
STAR TREK: VOYAGER 'Critical Care'

Starship log

GALAXY FACTS

- Patients are not allowed to listen to music while aboard the hospital ship, despite the healing properties this practice is widely believed to promote.
- Chellick is sometimes forced to turn to independent traders for new pieces of technology to help handle the growing patient backlog.

▼ The Doctor heals many who would normally be left to die.



brilliantly. Smaller transport vessels constantly ferry scores of new patients to the facility. This *Hospital Ship* is central to one of the Dinaal's efforts at tackling their many problems: they contract an alien outsider named **Chellick**, and give him responsibility for rationalizing the healthcare system. He may also have other areas of influence.

An advanced computer, known as the **Allocator**, is placed in charge of the strictly-rationed medical resources aboard the facility. Each newly-admitted patient is given a **treatment coefficient** (**TC**) based on a complex

set of variables. The Allocator assesses each individual and may decide, for example, that an agricultural engineer is more important to society than a waste processor. The patient is then assigned to a particular level. The blue level, also known as Critical Care, is reserved for those with the highest TCs, and offers the most comprehensive medical facilities and drugs. It is a quiet haven with plentiful medical staff, where each patient has a separate booth and receives all of the medication necessary – or even unnecessary.

CHELICK

A taste of his own medicine

Chellick is a member of the Jye race, a man with a reputation for getting things sorted. He is brought in by the Dinaal to make their over-bureaucratic system more efficient once it becomes clear that there has been a serious breakdown in the culture's efficiency. Chellick's cavalier attitude to determining a patient's access to treatment on the basis of their social standing within the class-based Dinaal society infuriates the *U.S.S. Voyager*'s EMH, who takes the drastic step of infecting the Jye administrator to make his point.

The Guide to the STAR TREK Galaxy

FILE 18 CARD 162



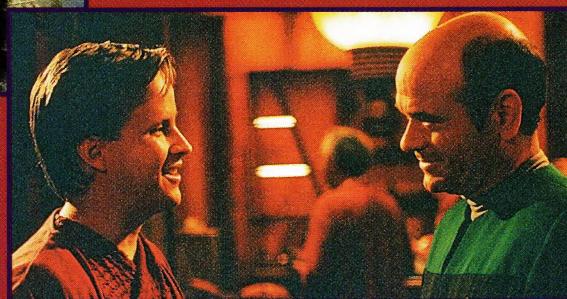
THE DINAAL



▲ The *HOSPITAL SHIP* sits over the urban sprawl of the main Dinaal city like a giant spider. The city below is full of industrial facilities that pour out pollution, causing a number of ailments.



▼ The Doctor's presence brings hope of recovery to the suffering Dinaal in the lower levels of the *HOSPITAL SHIP*.



Some treatments simply safeguard the future well-being of a patient deemed valuable to society, even when those medicines are required to save lives on the lower levels.

Bottom of the pile

The lower levels are categorized green, yellow, red, and white – the last being the morgue. The lower down the scale one goes, the more horrendous conditions become; patients are packed into a confined space and often left where they lie upon admission. Orderlies administer to their needs as best as possible, but the

results are meager at best. Young people who have not proven their worth – usually due to the low social standing of their parents are automatically given a low TC if they fall ill. This in turn means that only the healthiest survive, as opposed to those who might go on to make a meaningful contribution.

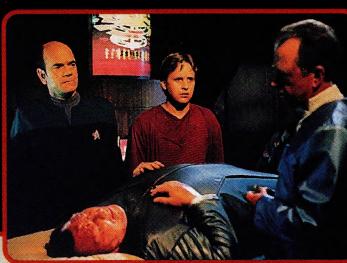
Indeed, the system can lead to the ludicrous situation where a patient might receive treatment for one affliction but not another, or die from complications that are not permitted to be treated even when the main disease has been cured. Dinaal society appears to be mired in this kind of blind bureaucracy as a rule, with even a request for a communications link from the *Hospital Ship* requires a formal request to Chellick and endless paperwork.

Outsiders see the new practices as cold, even barbaric; it is not just a rationing of care, it is a purging of the sick and the weak. The Dinaal, however, see it is a necessity of life. They claim their society is much better off since they started to

follow the Allocator's protocols. Even patients with a low TC accept their lot, and state that much-needed resources should be expended on "more deserving" patients.

The first real rallying against the harsh methods imposed by Chellick comes in 2377, when the stolen **Emergency Medical Hologram** from the *U.S.S. Voyager NCC-74656* is sold to the *Hospital Ship* by a mercenary. The Doctor speaks out against the system, and points out to the Dinaal chief of medicine, **Dr. Dysek**, that the Allocator is reducing drug amounts to Critical Care because of their successful cure rates. Maintaining the level by siphoning off drugs to the lower levels thus benefits all parties.

In this way – and through a more extreme action that leaves him questioning his own ethics – the EMH succeeds in returning some morality to a system gone mad. The signs are hopeful that, in the future, the Dinaal will find a middle road between their current problems and the equally devastating solutions.



▲ When Chellick falls sick and needs treatment himself, he soon sees how much is wrong with the health care system.



► Chellick is a heavy-set, rather pompous looking man who has no interest in seeing social justice done.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

DECK-BY-DECK

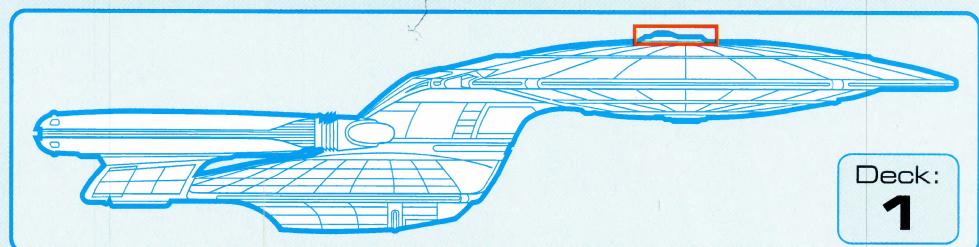
LOCATION:

DECK 1

The *U.S.S. Enterprise NCC-1701-D* is one of the most advanced starships ever launched, with many revolutionary technologies throughout its decks.

Deck 1 is the most important deck on a *Galaxy*-class starship. It is the location from which the captain and first officer issue their orders, and is where they can most often be found when on duty. All ship's systems can be controlled from the bridge, and officers posted here are invariably on the fast-track to success.

Deck 1 is, conversely, the smallest deck on the ship. Standing proud of the dorsal hull, it sits on top of the bridge module ejection system, which allows the entire bridge module to be



removed and replaced when upgrades are necessary. The deck comprises just three main rooms: the bridge itself, the captain's ready room off the left-hand side, and the observation lounge at the rear. The proximity of the captain's ready room and the observation lounge to the bridge ensures that in times of emergency, senior officers can be recalled from meetings in either location in seconds. Two **turbolift** shafts provide easy access to all other areas, with one

linking direct to the battle bridge on Deck 8. This relative isolation also makes it very difficult for unauthorized intruders to reach the bridge.

Starfleet recognizes that its officers will sometimes need to heed the call of nature during their duty shifts, and therefore two bathrooms are provided on Deck 1, one off the captain's ready room for his private use, and one off the rear right-hand side of the bridge for general use by the crew.

MAIN BRIDGE AND MAIN TURBOLIFT

See: FILE 25 CARD 5



The bridge of the *U.S.S. Enterprise NCC-1701-D* continues the ergonomic layout of earlier starships, but adds an unprecedented level of spaciousness and comfort that is unheard of on other classes of vessels. The captain's chair maintains its place at the center of the bridge, but is joined by additional seating for the first officer and ship's counselor. The most striking feature of the bridge is the graceful arc that surrounds the center seats, and features the **tactical station** at its apex.

An array of touchscreen consoles are located at the rear of the bridge, which provide instant access to the ship's computers. Additional consoles are added at either side of the bridge in 2371.

The bridge of the U.S.S. ENTERPRISE NCC-1701-D is a bright and spacious command center. One of the most striking features is a transparent dome in the ceiling that gives an impressive view of space.



Turbolifts are the main method of moving around an immense starship such as the ENTERPRISE. These brightly-lit carriages can move both horizontally and vertically, and deliver personnel quickly and efficiently to their desired destination.

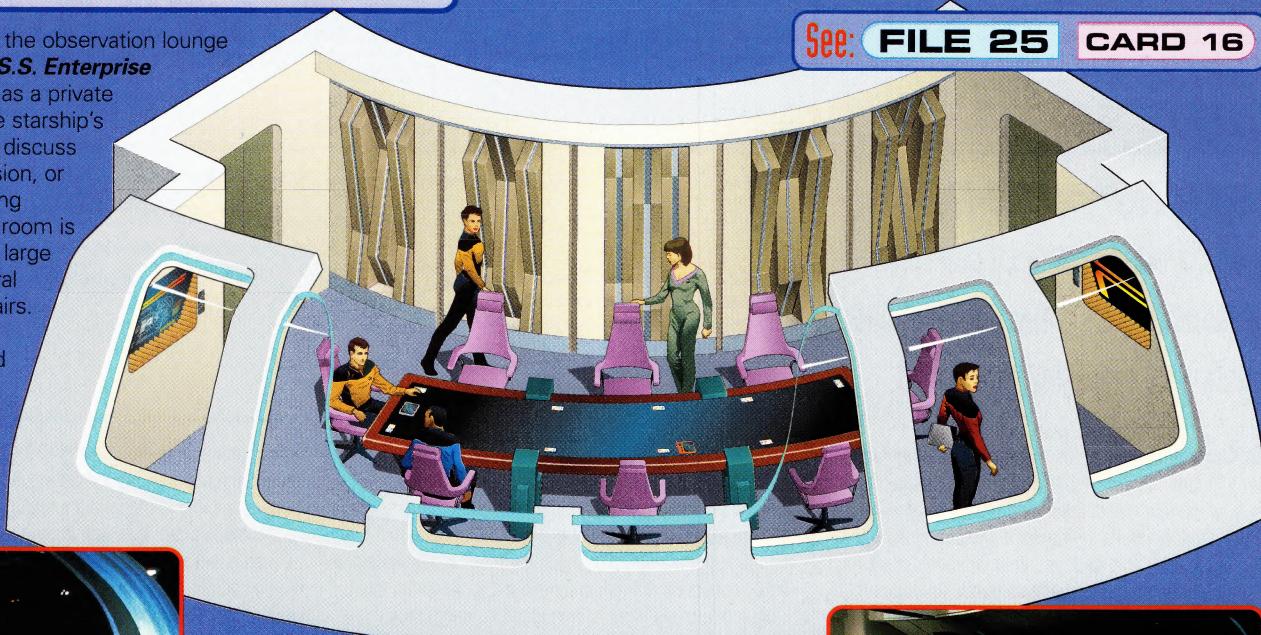




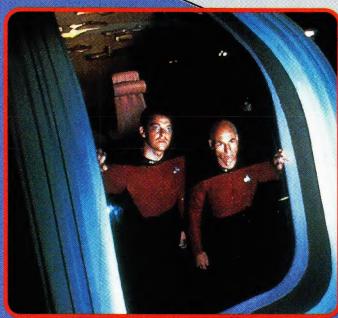
OBSERVATION LOUNGE

The function of the observation lounge aboard the **U.S.S. Enterprise NCC-1701-D** is as a private room where the starship's senior staff can discuss their latest mission, or meet with visiting dignitaries. The room is dominated by a large table, and several comfortable chairs.

LCARS display screens, located at either end, provide clear, visual information during crew briefings.



See: FILE 25 CARD 16



◀ The observation lounge features detailed scale models of the previous starships to bear the name **ENTERPRISE**, positioned on the back wall. These are subsequently removed during a refit.

▶ Senior officers are assigned comfortable chairs during briefings. A simple control panel located in front of them operates the small viewscreens located at either end of the observation lounge.



CAPTAIN'S READY ROOM

The ready room is a private sanctum where **Captain Jean-Luc Picard** can retreat in order to contemplate forthcoming missions and objectives. The comfortably decorated room is located on the portside of the main bridge, ensuring that the captain is always close to the command center during duty. The main feature of the room is a large desk, behind which the captain is usually seated.

Like all **Starfleet** captains, Picard has taken the opportunity to adorn his ready room with a number of personal items, including a model of his previous command, the **U.S.S. Stargazer NCC-2893**.

See: FILE 25 CARD 33



◀ The ready room provides Captain Jean-Luc Picard with a personal sanctuary in which to reflect on his mission objective, or devise new strategies. This small room contains a replicator, and has been furnished with a number of personal items, such as an aquarium and several antique pieces.

ALSO LOCATED ON THIS DECK:

- Additional **turbolift** cars are stored behind those that lead onto the bridge, ensuring that personnel need not wait more than a few moments for a car.
- In addition to the two **turbolifts** that serve the main bridge, a third turbolift shaft is featured in the event that the facility needs to be evacuated in an emergency. This turbolift shaft provides direct access to the **U.S.S. Enterprise NCC-1701-D**'s battle bridge on Deck 8.
- A number of power, environmental, and optical data trunk connectors are concealed behind the aft bridge workstations in a small, sealed equipment bay.



▶ The turbolift located on the starboard side of the bridge, closest to the viewscreen, provides the quickest and most direct route to the battle bridge during times of crisis.



SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

TACTICAL STATION

BRIEFING:

FUNCTION AND LAYOUT

The evolution of **Starfleet** bridge design is an ongoing process, leading to the increased importance of specific control areas such as the operations and tactical stations, introduced in **Galaxy**-class vessels such as the **U.S.S.**

Enterprise NCC-1701-D. The introduction of the smaller **Intrepid**-class does not reduce the need for either of these permanently manned stations. The tactical station of the **U.S.S.**

Voyager NCC-74656, most often manned by **Lt. Commander Tuvok** during its often hazardous journey through the **Delta Quadrant**, perfectly illustrates the need for a separately controlled area dedicated to the security of a Starfleet vessel.

Located to the rear starboard of the main bridge, the tactical station is positioned on the upper level between the main **turbolift** doors and the entrance to the captain's ready room. The view from the tactical station is excellent, allowing the duty officer to clearly see the main viewscreen, optimizing the communication between the tactical station and every other bridge officer. The tactical station protrudes from the rest of the bridge bulkhead, forming a curved chest-height console constructed from a heavy duty, dark gray alloy with rounded sections to either side. It terminates on the left to create a small gap through which the duty officer can enter. A low-backed upholstered chair is provided for the operative's comfort

during a duty shift, and allows them to easily reach the control systems and displays to the rear of the station, as well as those located within the downwardly sloping upper surface of the main console to the front. A number of removable rectangular gray panels beneath these controls allow immediate access to the conduits and **isolinear** circuits within the bulkhead housings.

Direct interfacing

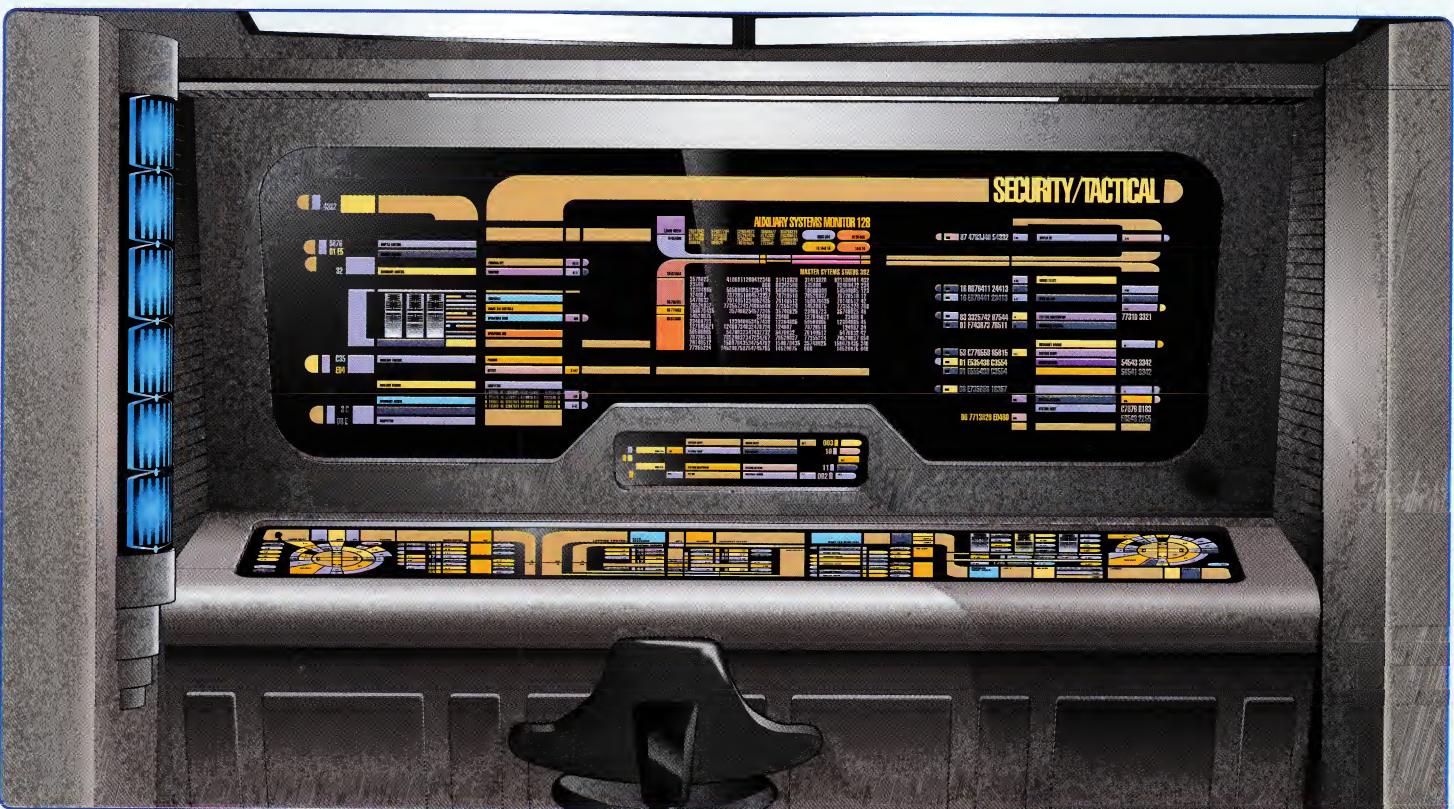
The rear of the tactical station has a number of vital monitoring systems and is well lit by a diffuse white grille directly above the recessed bulkhead. The station consists of an eye-level computerized wall display, allowing the tactical officer unrivaled access to the entire **LCARS** network from three separate control consoles. These displays, situated on the flat work panel directly beneath the main display, enable the tactical officer to be apprised of immediate changes in a situation either on board *Voyager*, during an away mission, or during conflict with another vessel. Information on approaching ships, the condition of a planet's atmosphere, or problems with communications can all be analyzed and acted upon from this station, making it a vital nexus for the internal and external security of the ship. It is important to note that similar controls regarding the LCARS and re-routing of command systems are shared

The tactical station aboard the U.S.S. VOYAGER is often manned by the Vulcan officer Tuvok. It allows him access to all of the ship's defensive and offensive technologies during times of crisis.



with the operations station, increasing the redundancy of these vital systems should one of the stations become inoperative.

Situated to the right of the tactical station, around a curved bulkhead support, is the bright blue, glowing display dedicated to the current status of the revolutionary **bi neural circuitry**, integrated into *Intrepid*-class computer systems. Different in design to typical Starfleet interfaces, this curved column consists of a series of stylized interconnecting circuits identical to the display situated within the operations station. The ship's computer continually animates the displays in order to relay the current condition of the bi neural circuits, allowing the tactical and operations officers to report any problems. This allows for the officer to divert command

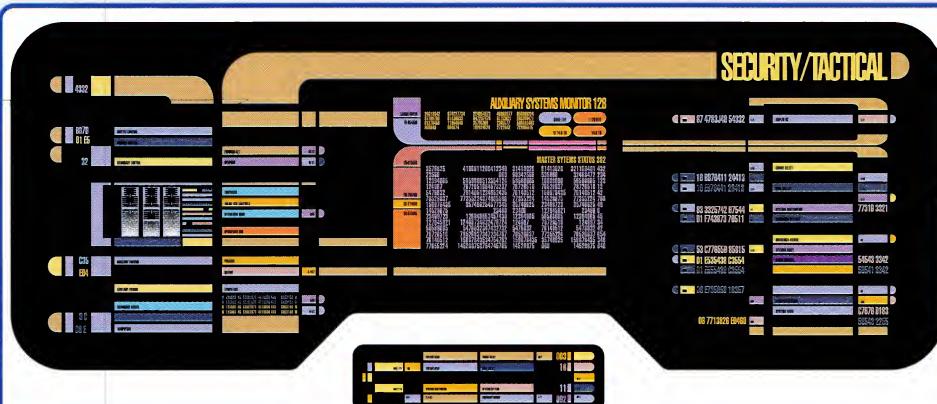


The back wall of the U.S.S. VOYAGER NCC-74656's tactical station is dominated by a large workstation that utilizes the familiar LCARS control systems. The officer manning this station can either stand at the console, or sit on a low-backed chair that is positioned to give immediate access to the array of controls at the tactical officer's disposal.

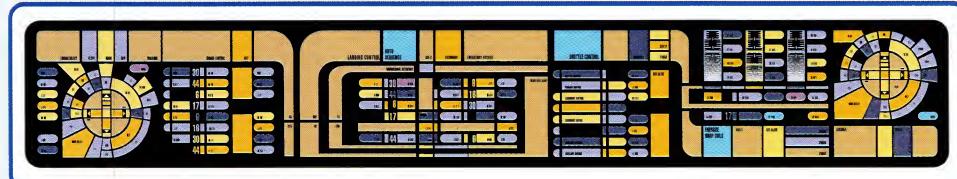




FILE 29 U.S.S. VOYAGER NCC-74656



▲ The rear panel of the tactical station features an array of LCARS network controls. This gives the tactical officer access to an incredibly detailed amount of information during situations where the U.S.S. VOYAGER may come into conflict with an alien vessel.



▲ The LCARS system can be reconfigured to improve the efficiency of the tactical officer's responses during times of conflict. These controls are operated via a touch-sensitive user interface, and can issue an audio warning to indicate possible dangers.

systems around any damaged circuits, as well as order maintenance or replacement parts as and when required.

Battle stations

During a combat scenario or internal security situation, the forward facing controls within the main tactical console become the most important interface to the tactical officer. Located on the far left and right hand side of this panel's upper surface are two small raised contingency panels, featuring reconfigurable displays and touch-sensitive buttons. Located between these two raised horizontal units are three vital panels – the internal security control interface on the left, the defensive systems interface in the center, and the weapons controls to the right. The compactness of these

three panels allows the tactical officer to respond to a number of problems extremely quickly. Internal security controls allow the immediate contact of additional security officers and their direction in dealing with a situation or activation of the vessel's own internal security systems. An external attack on the vessel may require the defensive shields to be remodulated or altered, a **tractor beam** to be activated, or an encryption sequence set up to protect the vessel. All these systems can be directly manipulated from the slightly larger rectangular central control panel. **Photon torpedoes** can be armed, targeted, and fired along with the main **phasers** from the right hand console, creating a flexibility of reaction and control that may be decisive during dangerous situations.

TACTICAL STATION: FORWARD CONSOLE

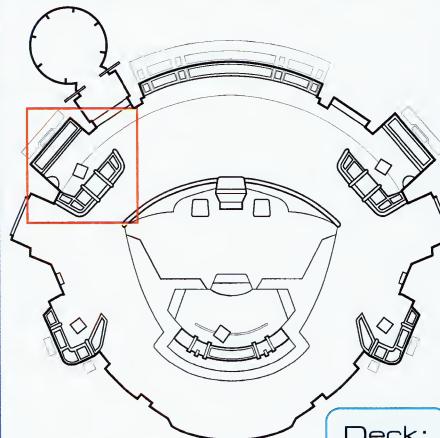


▲ The tactical station's forward-facing configuration is comprised of three center panels that can be used to control various systems, including internal security, and defensive systems such as shields, phaser and photon torpedo firing control. It is also possible to adapt this station to generate a tactile interface, should the tactical officer be rendered sightless.



▲ Lt. Commander Tuvok manipulates the interface to the tactical station, under the gaze of a fellow officer.

Location:
TACTICAL STATION



Deck:
1



▲ Captain Kathryn Janeway often takes an interest in the readings displayed at the tactical station during a crisis.



Ships of the Son'a

In the space of just one century, the Son'a have developed a powerful array of starships that make them a formidable force throughout the Alpha Quadrant.

As part of a joint mission with the **United Federation of Planets** designed to exploit the **metaphasic rings** of the **Ba'ku colony world**, the Son'a employ a variety of starships, each with their own specific function in this delicate and morally corrupt venture.

The **Son'a Mission Scout Ship** may be considered to be the flagship of the fleet. Its primary purpose is to carry **Ahdar Ru'af** and his senior staff, along with representatives of the Federation, such as **Admiral Matthew Dougherty**. The interior of this vessel is comfortably furnished, as befits its role.

Accompanying the *Mission Scout Ship* in the **Briar Patch** are two **Son'a Battleships**. Visually, these vessels maintain a number of design traits with the *Mission Scout Ship*, but arranged in such a way as to portray a more aggressive stance to any vessel that may contemplate

engaging them in an armed conflict. Perhaps the most terrifying aspect of the *Battleship*'s arsenal is the **isolytic subspace weapon** that forms an integral part of its armaments. These incredibly unstable devices have been outlawed by every major power in the **Alpha and Beta Quadrants**, but this ban has been ignored by the Son'a in an attempt to increase the already formidable presence that their vessels possess.

Designed for destruction

The largest ship in the Son'a fleet is the **Son'a Collector Ship**. This immense vessel has been specifically designed by Ru'af to harvest the youth-enhancing metaphasic particles that surround the Ba'ku colony world. To this end, the *Collector Ship* features vast fans that rapidly unfurl when the ship is activated. Very little of the *Collector Ship* is habitable, and the vessel is designed to be entirely automated.



▲ The impressive SON'A COLLECTOR SHIP easily dwarves the other vessels of the Son'a fleet as it is brought into position above the Ba'ku colony world.



▲ The SON'A COLLECTOR SHIP is swiftly destroyed by a series of powerful explosions that rip through the hull of the massive vessel.



SON'A MISSION SCOUT SHIP



NON-FEDERATION STARSHIPS

FILE 40 CARD 16E

Ships of the Son'a



SON'A BATTLESHIP



SON'A COLLECTOR SHIP (Open)



SON'A COLLECTOR SHIP (Closed)

Julian Bashir and Romance

Dr. Julian Bashir is more adept at attracting women than he is at keeping them. He nevertheless ends up in a happy relationship with the woman he has always wanted — even if she is not quite the same woman he first met.

Dr. Julian Bashir likes his women; when he sees an attractive female not even all the high-pitched **sonic showers** in **Starfleet** will assuage his passion. He prefers to make his intentions known rather than "play games," and this strategy results in an enviable success rate. Even the superbeing **Q** is moved to note that the young doctor rarely retires to bed by himself.

The Bashir charm offensive begins with his standard chat-up technique. This involves recounting the electrifying story of how he remembered the answer to a question in his medical finals exam just in time. His thrilling rendition of the story keeps many dates engrossed, and segues smoothly into more romantic conversation.

Among the targets of Bashir's attentions during his first year on **Deep Space Nine** are an attractive **Bajoran** woman, a young Starfleet lieutenant at a reception, and a **Betazoid** envoy to the

station. He also enjoys flirting with the vivacious archeologist **Vash** when he gives her a medical. He tries to concoct a professional reason to drop by her quarters later, but when her excellent health frustrates this scheme, he blithely asks her to dinner. His romantic rejoinder when she accepts is trite, to say the least.

Heart belongs to Dax

The apple of the doctor's eye at this time, however, is the **Trill** beauty **Jadzia Dax**. The fact that she hails from a joined species fascinates him, and he pounces the moment they step off the ship that brings them both to *Deep Space Nine*. Her acceptance of his dinner invitation opens the Bashir floodgates: he endlessly flirts with Jadzia over the following months, trying to get her into bed at every opportunity.

He claims he cannot concentrate in his work, and he even fantasizes about the two of them going on a mission and becoming stranded together. It becomes clear just how

PROFILE OF BASHIR'S LOVES

NAME: Jadzia Dax, and later the subsequent host, Ezri Dax

LIFE FORM: Joined Trill female

NAME: Melora Pazlar

LIFE FORM: Elaysian female

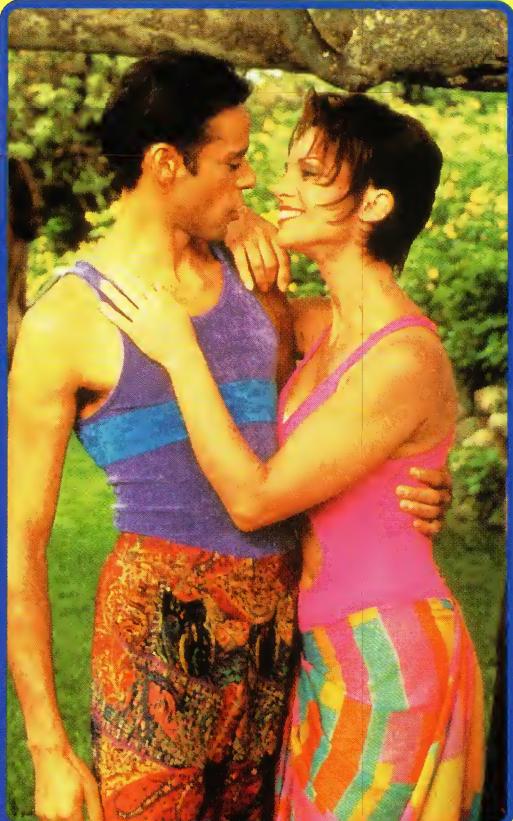
NAME: Leeta

LIFE FORM: Bajoran female

NAME: Sarina Douglas

LIFE FORM: Mutated human female

Julian enjoys the attentions of females of many races, including Bajoran dabo girl Leeta.



much Jadzia occupies his thoughts when aliens from the **Gamma Quadrant** conjure prominent images from the psyches of station personnel, resulting in an amorous Dax doppelganger pouncing on him.

The genuine article enjoys Bashir's flirting, but she cannot take him seriously because he comes on too strong. He never gives her a chance

to get to know him. Over the years they do become friends, however, and as their relationship develops, so does a real respect for each other. Bashir is enormously touched to learn, after Jadzia's death, that she would have seriously considered a relationship with him had her eventual husband, **Worf**, not come along.

Bashir's ability to commit

to a romance appears to increase with his age. He dates the **dabo girl Leeta** for some time in 2373, and they part on happy terms at a later date. They visit the paradise world **Risa** to perform the **Rite of Separation**, a Bajoran custom that involves celebrating the good times of their relationship and seeking out new romantic opportunities. Leeta even

THE WOMEN IN HIS LIFE

★ Vash

Julian flirts with the sexy mercenary archeologist Vash, who once dated Captain Jean-Luc Picard. Vash is more interested in Q, however, and leaves to explore the Gamma Quadrant with him instead.



★ Jadzia lust

Bashir holds a torch for Jadzia Dax for several years, and they remain good friends after her marriage.



★ Holiday romance

Julian makes the most of his time on the libertine pleasure planet Risa.

★ Fantasy lover

An alien being projects an image of Jadzia and seduces Julian in 2369.



Julian Bashir and Romance



★ Time to move on

Bashir cares enough about Leeta to mark the end of their romance with a formal separation.



★ Swept off her feet

Bashir enjoys a romantic 'dance' with Melora Pazlar in her low-gravity quarters.

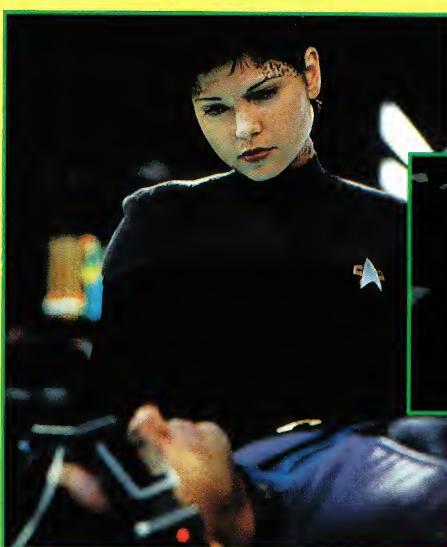
keeps Bashir's precious teddy bear, **Kukulaka**, for some time after.

Bashir's work and his love life can easily become bound up in one another; he sometimes becomes so engrossed with the medical subject that he becomes involved with the person as well, and dates two of his patients over the years. The first is **Melora Pazlar**, an **Elaysian** Starfleet officer forced to travel in a special wheelchair while away from her low-gravity homeworld. She is rather different from Bashir's usual type, but her reputation for refusing any special considerations beyond what is absolutely necessary intrigues him even before her arrival. He works with the prickly ensign as he pioneers a procedure to help her walk without aid in *Deep Space Nine*'s atmosphere.

Bashir takes the time to get

★ New beginning

Bashir helps Sarina Douglas to live a normal life, but she is not ready for a serious relationship.



★ Ezri Dax

Julian is unsure how to react to Ezri at first, but they soon grow close.



★ Happy ending

By the end of the Dominion war, Julian and Ezri are enjoying a full-blown relationship.

★ Leaving for home

Melora is fond of Julian and the effort he has made for her, but chooses to leave rather than undergo life-changing treatment.



to know a woman for once, and they find many areas of common interest. The doctor charms Melora with his gentle observation that she keeps the rest of the universe on the defensive to protect herself, and they develop a bond over a short time. They remain involved for the duration of Melora's assignment to the station and part friends, even though the ensign decides not to proceed with Bashir's treatment.

A more ethically dubious

relationship unfolds five years later between Bashir and **Sarina Douglas**, a woman left in a virtually catatonic state by a botched genetic enhancement procedure she underwent in her childhood. The doctor successfully treats this condition, and is enthralled by the change in Sarina. She is suddenly radiant and expressive, and brings many fresh insights to his life.

But for the grace of God . . .

Part of Bashir's attachment to Sarina is the fact that she is a fellow mutant, but he also appears to be enamored of his own handiwork. His success blinds him to the smothering effect he is having on his patient's fragile psyche. He sets the pitch of the relationship very high, and believes that she is the woman he has been waiting for all his life. Sarina is unable to handle the emotional intensity and temporarily retreats back into her shell. Bashir is very

"Starfleet medical finals . . . Gets them every time."

— Bashir reveals his chat-up routine

hard on himself for what he – perhaps correctly – believes to be a professional and personal misjudgment.

Bashir does find love again, and sooner than he anticipates. He is initially not interested in **Ezri**, the host chosen for the **Dax** symbiont after Jadzia's death, while she simply thinks Bashir is handsome and knows how to have a good time. A friendship between them develops quickly, with romantic feelings following more slowly.

Bashir realizes the extent of his feelings when Ezri is held prisoner by the **Dominion** for a short time in 2375. Both parties confess they are falling in love, but neither is willing to broach the subject for fear of damaging their friendship. They tiptoe gingerly around each other on Ezri's safe return, preferring to leave the complicated issue in limbo.

The fairytale has a happy ending, however, when Bashir plucks up the courage to ask Ezri if she feels they could be more than friends. They talk openly about their feelings for the first time, and resolve not to act on them. Nature takes its course, however, and they end up in each other's arms – and Bashir's bed.

Bashir believes this could be love; it certainly feels like the first grown-up relationship he has had. The young couple seen at the end of the **Dominion war** face a promising future together aboard *Deep Space Nine*.

OTHER TIMELINES

Strange love

Julian Bashir finds romance in some quite bizarre circumstances over the years. He enjoys a brief liaison with the normally reserved Major Kira Nerys while they are both under the influence of the lust-inducing Betazoid Zanthi fever, which sweeps the station in 2371. Two years later, the doctor is propositioned by a very forward female lieutenant during a mission back in time to the *U.S.S. Enterprise NCC-1701*. He is quite taken with her until he discovers that the officer's name is Watley – the same as his great-grandmother. The distant possibility that he may have to sire his own lineage causes Bashir some anxiety, but he need not worry, as the planned rendezvous in sickbay never takes place.

Bashir also encounters an alternate reality in 2373, in which the *U.S.S. Defiant NX-74205* is stranded on a remote world and he marries fellow crew member Angie Kirby. This spurs him on to ask out the attractive, newly-transferred Kirby in the real timeline. He is still trying to impress her some months later.



Feverish

Under the influence of Zanthi fever, Bashir embraces Major Kira Nerys.

Hello, granny

On a trip to the past, Bashir meets a woman who may be his grandmother.



Yareena and Lutan

Many cultures encountered by the United Federation of Planets place great importance on customs and ritual. The Ligonian leader Lutan attempts to twist his society's traditions to his own advantage — but his First One, Yareena, has other ideas, and she wields the real power.

The planet Ligon II is home to a proud, rigidly structured civilization known as the **Ligonians**. These noble people live their lives according to strict codes of honor, mostly revolving around the men demonstrating occasional feats of great daring, and proper respect being shown for such accomplishments. Ligonian etiquette also decrees that visitors be shown proper respect and afforded due comfort.

Lutan, the civil leader of Ligon II in the early 2360's, is the personification of these values. He is a dignified figure in a long, flowing black and gold robe with matching pants. The ensemble is capped by an ornate headdress.

Dignified leader

Lutan has a proud bearing, and he treats all visitors to his world as equals. He greets outsiders himself, but a clue to his self-importance is provided in the pomp and

PROFILE ON YAREENA AND LUTAN

NAME: Yareena

LIFE FORM: Ligonian female

MARRIED: Once the First One [most favored wife] of Yutan, the former planetary leader; now the First One of his successor, Hagon.

NAME: Lutan

LIFE FORM: Ligonian male

STARSHIP LOG: 'Code of Honor' [TNG]



Yareena owns the property in her ostensibly male-dominated society, and therefore wields the real power and influence. The man who married her gains significant power.

Lutan is a greedy and arrogant leader who engineers his own downfall by trying to replace Yareena with a Starfleet security officer.

circumstance that precedes him. His welcome party of four, including his lieutenant

Hagon and three bodyguards, transports aboard orbiting vessels ahead of their leader. A red carpet is then unfurled before Lutan himself beams aboard. It is unknown if this practice is traditionally afforded the head of state, or whether it is one of Lutan's idiosyncrasies. The guards are dismissed

once Lutan feels secure in the alien environment.

Lutan has by his side a proud and striking woman called **Yareena**. Ligon II's laws sanction polygamy, and Yareena is his **First One**, which roughly translates as his most favored or important wife. He wears a gold necklace and pendant around his neck to signify their bond — a lifelong commitment that

is terminated only by death.

Yareena loves her man, and reacts to Lutan's interest in any other woman with jealous hostility, perhaps out of fear of losing her position. At the same time, she scorns any female who professes not to love Lutan, as she believes all women must want him. She is thus always vigilant, and has kept up physical training,

as per Ligonian custom, to allow her to challenge any newcomer under an ancient right of supercedence.

Yareena, along with Lutan, enjoys the luxurious surrounds of a palace known as their **Center Place**. She sits at his right-hand side at dinner, and performs state duties by accompanying him to meet visiting dignitaries. She wears a gold-and-black

A VISIT FROM STARFLEET



★ Leader on the viewscreen

Lutan appears on the main viewscreen of the U.S.S. ENTERPRISE NCC-1701-D. As planetary leader, he greets Captain Picard.

★ Traveling companions

Lutan's favorite wife, Yareena, and three of his bodyguards, accompany him aboard the Federation starship.

★ Shocked

Lutan and his men are shocked to find women in positions of responsibility aboard the ENTERPRISE.



★ Kidnapped

Lutan is impressed with ENTERPRISE security officer Lt. Tasha Yar, and so kidnaps her to make her his wife.



OTHER CARDS IN THIS FILE...

15 SOREN

33 YUTA

SEE OTHER FILES...

OTHER GROUPS & RACES.....File 18

WEAPONS.....File 60

STAR TREK: THE
NEXT GENERATION.....File 69



Yareena and Lutan



★ Jealous lover

Yareena is understandably jealous of Tasha Yar, and so challenges her to a fight to the death.

"Self image to [Lutan] is a function of what he thinks he's achieved."

— Counselor Deanna Troi on Lutan

dress, to match Lutan's outfit on these occasions.

Lutan views women, including his consorts, as highly pleasant but unimportant – a concept reinforced by his apparently patriarchal society. He is shocked to find women of other cultures occupying roles of power and responsibility. He does understand, however, the crucial legal status given to Ligonian women: they own the goods and titles of the land. The men simply protect and rule. Yareena is a wealthy woman, with much land and many possessions.

A **Starfleet** personality profile conducted on Lutan, as part of the preparation for the **U.S.S. Enterprise NCC-1701-D**'s mission to Ligon II, suggests that he has an abnormally high need for achievement – understandable given his society's mores. It also provides a clue as to his motives when he abducts **Lt. Tasha Yar** from the starship following his visit. A talented security officer such as Yar represents a risky prize, and the fact that **Captain Jean-Luc Picard** must attend Lutan before the court at his Center Place to ask for his officer's return enhances the leader's status. He achieves recognition for his boldness, and honor is satisfied. Only then is he happy to provide quantities of a rare local vaccine, needed by the **Federation** to cure an outbreak of **Archilles fever**.

Lutan is a much craftier man than many would give him credit for. He is enamored of Yar's skill and beauty, and he publicly proclaims his wish to make her

★ The winner

Yar defeats Yareena by cutting her with a poisoned spike on her glove.



his First One. Yareena is naturally incensed, and challenges the Starfleet officer to mortal combat, even though the right of supercedence has not been invoked for 200 years. Yar's pleas of disinterest fall on deaf ears.

Lutan stands to lose nothing by making this move. If Yareena is killed, all her wealth and lands pass to him. If she survives, she will remain his First One, and he will still control the land she owns. He is in no danger himself – he simply presides at the combat, and temporarily halts proceedings in certain instances, such as one of the combatants losing a weapon.

Yareena is determined to kill Yar. She practices intensively, and fights with vicious skill on the day. She cannot hope to best a trained Starfleet officer, however, and Yar deals her a killing blow. Both Yar and Yareena are beamed aboard the *Enterprise* immediately.

Justice is served

Lutan is smug in his victory, but he does not reckon on the advanced Starfleet technology. **Dr. Beverly Crusher** resuscitates Yareena, but the fact that she is certified dead for a short period has far-reaching consequences. Her marriage agreement with Lutan dissolves at the moment of death, leaving her free to choose another mate. She chooses Hagon, Lutan's second-in-command. He is an altogether more worthy man, and he asks her to be his First One in return. It is not known if there is any history of a relationship between them, but it seems probable. Yareena thus has her revenge on Lutan for the painful death he would have seen inflicted



★ Incensed

Lutan is livid when he learns how the Starfleet officers have cheated him out of his prize, but there is little he can do about the situation now.



★ Back from the dead

The advanced medical technology of the Federation enables Dr. Beverly Crusher to bring Yareena back to life.

on her, and singlehandedly refutes the notion that Ligonian women can be dismissed as unimportant. She symbolically removes the necklace from Lutan's neck and gives it to Hagon, and with it pass the rights to all of her goods and land. It is apparent that Lutan's position as Ligonian head of state also passes to Hagon.

Yareena obviously still loves Lutan in some respect, as she invites him to be her **Number Two**, a position he meekly accepts. His scheming means he has been left with nothing but his honor – which should in any case be a Ligonian's most treasured possession.



★ New lover

Yareena replaces Lutan in her affections with Hagon, but shows remarkable mercy to the man who wronged her.

DEADLY ARENA

Fight to the death

Yareena's challenge to Lt. Tasha Yar provides a great spectacle for the Ligonian court, and takes place with much ceremony. The fighting arena is made up of blocks raised to various heights, with metal bars placed at many of the corners. This creates a metal jungle around which the participants must strike at each other. An added peril is four lethal energy beams that stretch up into the sky around the central blocks.

Yareena wears a figure-hugging gold outfit and wields a traditional glove of poison-tipped spikes, known as a 'glavin.' She fights like a woman possessed during the contest, savagely whirling and striking at Yar through the bars. It is obviously a great effort for her, however, and she wears herself out running around. The more experienced Yar concentrates on evasion and conserves her strength for the knockout blow.



Glavin

Yareena's weapon is a glavin, a glove which has poisoned tips.

Face off

Yar favors a defensive approach, waiting until Yareena tires.



FILE 58 OTHER CHARACTERS AND LIFE FORMS

Miri

The childlike appearance of the creature who calls herself Miri belies a secret that is hidden not only in space, but in a great deal of time.

Miri is encountered by a landing party from the **U.S.S. Enterprise NCC-1701** in 2266, when the **Starfleet** vessel receives a distress call from a planet not contained in the **United Federation of Planets** database. **Mr. Spock**'s readings present the startling proposition that this planet is identical to Earth in every respect; the composition of the atmospheric gases, the size, the density, all compare almost exactly. Indeed, once visual contact can be made, the planet is confirmed as identical to Earth to the naked eye; it consequently becomes known as 'Earth II' by the crew. On closer inspection, Spock adds that the planet has been experiencing natural deterioration for several centuries.

Upon beaming down, the landing party find a landscape very similar to that of Earth's urban America in the 1960's. The landing party, led by **Captain James T. Kirk**,

discover Miri hiding in a derelict building. Her appearance is that of an adolescent human girl, around the age of 16 or 17. She is of medium height, has caucasian features, with brown hair, and pleasant looks. When Kirk and his team meet Miri, she is wearing a knee-length dress with a floral pattern, which looks as if it has been worn fairly regularly for some time.

A normal child

Miri seems scared and helpless when she is approached by the Starfleet landing party, and pleads with Kirk and his officers not to hurt her. She refers to the officers as "grups" – a conflation of the term "grown ups" – and tells them how she expects them to yell and cause damage and injury. She tells them that they should all know what has happened to make her react in this way to their presence. She speaks in a disjointed, childlike manner, asking if she is "doing all right," and "playing the game the way

PROFILE ON MIRI

NAME: Miri

LIFE FORM: female, race unknown

REMARKS: Miri, along with fellow child Jahn, are the leaders of the children that inhabit 'Earth II.' After all adults are killed in a failed experiment into immortality, she and her kindred, are left to fend for themselves.

FIRST SEEN: 'Miri' [TOS]



Miri is almost three centuries old, and is slowly entering puberty. This means death for her if the crew of the U.S.S. ENTERPRISE cannot cure the problem.

she is supposed to" when she is being questioned by Kirk and the others.

Kirk attempts to win her trust by telling her how pretty he thinks she is and by reassuring her that he would neither lie to her, nor would he act in the ways

she has described to him. She seems to be keen to trust Kirk, and reciprocates his words and actions of affection. During the time that she is with the Starfleet crew, Miri's language and mannerisms seem to grow more

sophisticated – more grown up in fact – and it is clear that she is approaching adulthood herself.

The relationship that Kirk has built up with Miri is tested when he and the other members of the landing party begin to

★ Impatient watcher

Miri watches Dr. Leonard McCoy and Yeoman Janice Rand working on a possible cure for the disease that killed the other "grups," or grown-ups on her mysterious planet.



★ Innocent

Despite Miri's great age, she still has the hobbies and outlook of a prepubescent child. She likes reading and playing new games with her friends.

★ A fondness for Kirk

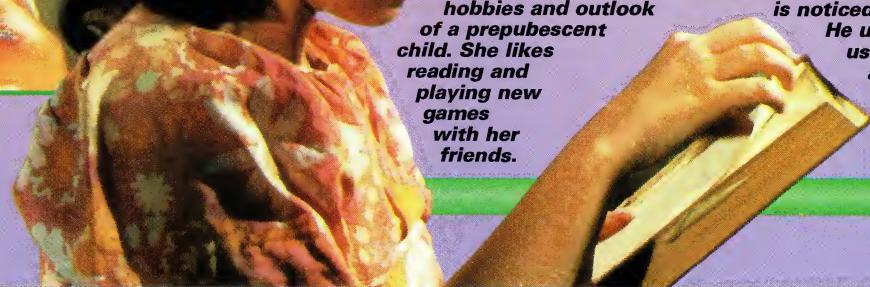
Miri's gradual infatuation with Captain James T. Kirk is noticed by the officer. He ultimately uses it to his advantage when he is cornered by her fellow children.

AN ANCIENT CHILD

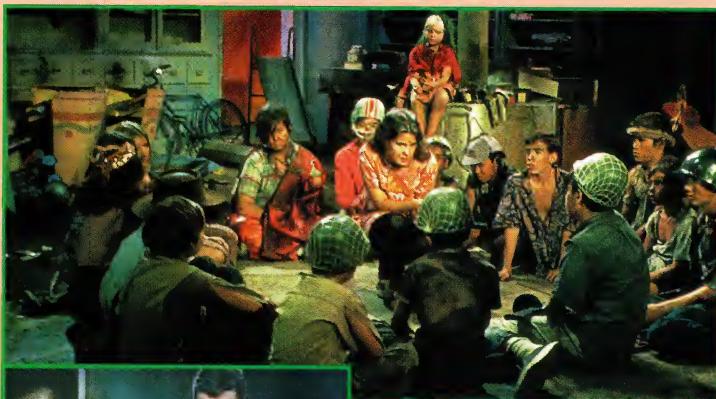


★ Not what she seems

Miri's frightened, childlike exterior belies her actual nature – that of a girl of over 300 years old; the product of a failed experiment into immortality.



Miri



★ Tight-lipped Miri

Miri remains elusive throughout her contact with the crew of the U.S.S. ENTERPRISE.

exhibit signs of the disease that Miri says affects all grown ups. The disease causes the rapid deterioration of their physical condition, and dramatically accelerated progress toward death. The landing party connects this information with the decaying humanoid that attacked **Dr.**

Leonard McCoy soon after their arrival on the planet's surface, and, after the examination of some abandoned scientific records, the officers deduce that an experiment in life prolongation has been undertaken on this planet. Unfortunately, although life in the pre-pubescent form may be extended to an incredible length – Miri herself is at least 300 years old – the body inevitably passes puberty and the chemical changes react with the artificial elixir to increase the subject's metabolism to over 500 times the norm. Death soon follows.

Deadly disease

Once Spock and McCoy have confirmed that all the members of the landing party are infected, they must set about finding an antidote in the limited amount of time that they have: McCoy states that the onset of the disease means that it is only a matter of time before the crew's mental stability deteriorates, and they turn on each other.

While Miri is liaising with Kirk and his landing party, however, she is also in regular contact with the group of ancient children that

★ Doing it for the kids

With no parents, the children have banded together to form their own chain of command.

constitutes the inhabitants of the region in which the Starfleet officers have landed. Together with a male being of a similar adolescent state named Jahn, she seems to be the leader of this ragamuffin band, and displays a contempt for the Starfleet officers, born of long experience of grup stupidity. She readily agrees to Jahn's proposal that they cut off the landing party from their ship in order to render them powerless.

Stranded on Earth II

When Kirk and the others discover themselves to be cut off from the ship, they become extremely distressed; McCoy contends that they have no chance without communication. Kirk realizes that Miri's companions have taken their communicators, and attempts to persuade her to help him retrieve them. At first she refuses, but after Kirk persuades her that she is on the verge of succumbing to the disease herself

★ Getting older fast

Miri helps Kirk retrieve his communicator when he shows her that she is now dying from what killed the other grups.

"You can't play a game without rules – you should know that."

— Miri to Captain Kirk

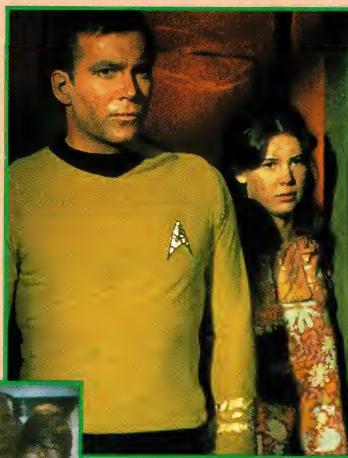


★ Parent figures

Miri and Jahn are the apparent leaders of the band of savage children that inhabit Earth II.

– something which she denies is inevitable until Kirk actually forces her to look at the blue lesions, characteristic of the disease, appearing on her arm. It is then that she agrees to help.

Kirk has great difficulty persuading Jahn and the other children to return the landing party's communicators, even with Miri's help. Their group dynamic involves a ritualistic chanting and a violent hostility that verges on the tyrannous. They have instigated a tribal subculture which manifests itself as organized infantilism, and when Kirk attempts to reason with them, they simply shout louder and more fiercely to block him out.



★ Unwilling listeners

Jahn, and the other children refuse to accept Kirk's help.



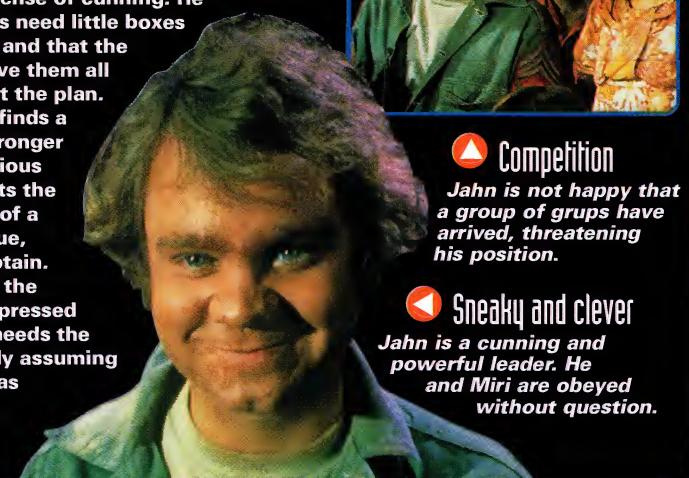
Eventually, however, Kirk, together with the maternal influence provided by Miri, who by now seems genuinely in love with the captain, manages to persuade them to surrender their haul. When he returns to the rest of his team, he finds that McCoy has bravely taken the untested antidote prepared by himself and Spock. After an initial period of anxiety, it begins to take effect, curing McCoy. The aged children look gratefully to their juniors; the Starfleet grups who have saved them from a rapid and deeply unpleasant end.

THE CHILDREN'S CHARISMATIC LEADER

Jahn

Jahn seems to take the position of active leader of the group of children that populate 'Earth II.' Although he encourages the childlike behavior he sees all around him, Jahn has a high level of intelligence, and a developed sense of cunning. He remembers the fact that the grups need little boxes to communicate with each other, and that the confiscation of the boxes will leave them all alone. It is also he who carries out the plan.

When Kirk encounters Jahn, he finds a character that is in some ways stronger than his own; Jahn seems impervious to Kirk's pleas, and instead exhorts the crowd of children, in the manner of a powerful and practised demagogue, to a rant against the Starfleet captain. However, once the importance of the captain's sentiments has been impressed upon him, Jahn acquiesces, and needs the reassurance of Miri, herself rapidly assuming an adult perspective, that what has happened is "a good thing."



Competition

Jahn is not happy that a group of grups have arrived, threatening his position.

Sneaky and clever

Jahn is a cunning and powerful leader. He and Miri are obeyed without question.



Genetronic Replicator

Advances in medical treatments and technologies can result in an improved way of life for many ill or disabled people. Dr. **Toby Russell**'s revolutionary **Genetronic Replicator** is just such a device, but one that also poses ethical questions.

The development of new medical techniques is one of the most important considerations to the **Starfleet Medical Council**, which actively encourages practicing doctors to submit research papers and updated information on the application and effectiveness of existing and new treatments. Revolutionary methods of approach to treating injuries are carefully monitored by Starfleet Medical, and while they embrace the work of many brilliant scientists, they strictly enforce codes of practice and ethical considerations regardless of the possible benefits of the new concepts. **Dr. Toby Russell** is an excellent example of a **Federation**-sponsored researcher whose otherwise brilliant career is marred by accusations of putting her research before the welfare of the patients on which she experiments. Yet she still presses on with her research, and the development of the **genetronic replicator** in 2368 repairs the previously inoperable damage to **Lt. Worf** of the **U.S.S. Enterprise NCC-1701-D**.

Dr. Russell is a staff member of the renowned **Adelman Neurological Institute**, where she works on a number of highly advanced treatments and procedures for the cure of neurological trauma and disorders. The genetronic replicator is developed from her studies into DNA-based generators, and leads to the manufacture of this highly sophisticated unit. The device is a substantial piece of equipment, incorporating extremely accurate DNA scanning systems linked to a highly sophisticated **medical replicator** that has the ability to grow a new organ at a substantially accelerated rate. As with most Starfleet technology, it can be integrated into existing Starfleet Medical facilities, such as **Medlab 4** aboard the *Enterprise*.

Breakthrough

Despite Dr. Russell's controversial approach to the development of new techniques, the potential benefits offered through the use of the genetronic replicator are undeniable. Damage such as that suffered by Lt. Worf – seven of his vertebrae are smashed

and his spinal cord severed – remains untreatable even in 2368; his only other hope of regaining a degree of mobility is offered by the implantation of **neural transducers** around his body. Traditional invasive surgery, even by the most skilled neurosurgeons, cannot repair the deterioration of the cortical spinal tract. **CPK enzymatic therapy** and **alkazene treatment** are also ineffective for Klingon patients.

Creating new organs

The genetronic replicator requires the removal of the damaged spine, whereupon it scans the DNA coding of the material and translates this information into a specific set of replicant instructions, thus allowing the manufacture of a replacement. Generating tissue from the patient's own DNA leads to a significant reduction in the possibility of the body rejecting this newly grown part. Despite the theoretical advantages of producing a completely new neural conduit for Lt. Worf, the use of the replicator on a living humanoid has been refused on three previous occasions by the Starfleet Medical Council.

One of the greatest disadvantages of the genetronic replicator noted by the Council is the need for the removal of the damaged body-part for scanning

The genetronic sequence probe makes scans of the tissue that is to be replaced, thus ensuring that a perfect replica is constructed.



A more detailed level of scanning is undertaken when the genetronic sequence probe emits a red light, which sweeps over the damaged spinal column.



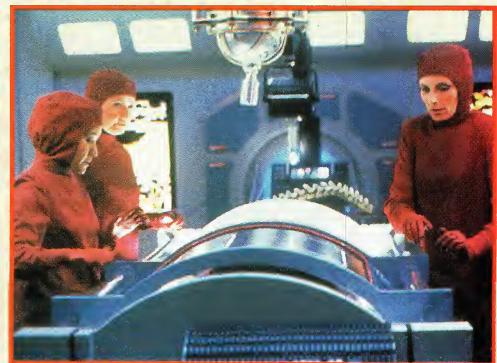
▲ Dr. Toby Russell's methods are regarded as wholly unconventional. She sometimes experiments without regard for life.



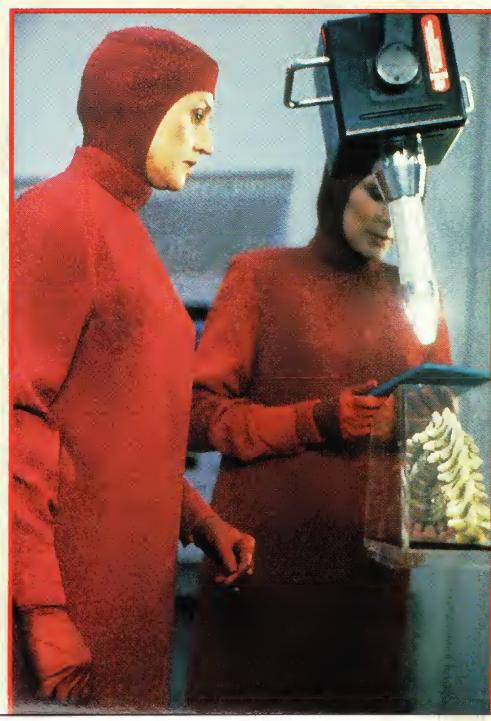
▲ Prior to conducting the revolutionary surgery, Dr. Russell and Dr. Beverly Crusher create a holographic replica of Worf's spine.



▲ Dr. Crusher has a number of ethical concerns regarding the genetronic replicator, despite the innumerable benefits it may offer.



The attempt to replace Lt. Worf's damaged spine with a replicated replacement is a long and delicate procedure for the surgical team.



Genetronic Replicator



Dr. Russell is forced to conduct a manual scan of the damaged spine, as Worf's Klingon physiology is particularly complex. This adds time to the already long and difficult procedure, but it is necessary to ensure a perfect replica.

purposes. In the case of a spinal column, any problems in reconnecting the column to the patient will lead to certain death. Dr. Russell carries out dozens of **holosimulations**, and while she is very encouraged by early results, the success rate within these simulations is only 37 percent. Initially, **Dr. Beverly Crusher** refuses to mention Russell's procedure to Worf, as she feels the technique is too dangerous. Her opinion of Dr. Russell deteriorates further, but Worf is nonetheless offered the opportunity of undergoing the genetronic replicator process. The Klingon accepts the risks inherent in the procedure.

Pioneering technology

In the case of Lt. Worf, the free standing genetronic replicator is placed in close proximity to the operating table within the *Enterprise*'s sickbay, allowing rapid transference of the damaged spine to a rectangular transparent case located at the front of the unit. Resting on a flat bed covered in red Starfleet surgical material, the spine can be positioned for scanning and observed throughout the entire procedure. The main controls for the replicator are situated directly above this wide casing, with a number of touch-sensitive illuminated buttons built into the panel. The exterior casing is constructed from a resilient dark gray alloy, with two protruding



Dr. Russell carefully places the replicated spinal cord into the patient. This is perhaps the most difficult moment of the surgery, as Worf's future mobility hinges on whether or not the procedure has been successful.

handles situated between the control surfaces at the front, allowing the exact positioning of the unit before its activation.

A thick extendible column runs vertically upward from the top of the main control unit to a height of over two meters, forming the main support for the DNA scanner and **sequencer probe**. This, in turn, is connected to a movable support pylon directly over the transparent case. The cylindrical probe is

controlled via a small panel to the left of the main control interface, and is constructed from a polished metallic material with a glowing white pointed end. Once preliminary genetronic scans are undertaken, the DNA sequencer is activated and a narrow red beam issues from the probe, sweeping over the damaged tissue within the protective case. Initial sequences are read at 10⁹ based pairs per second, although after the first

The operation to repair Worf's damaged spine involves the removal of the actual organ so that the genetronic replicator can make a complete scan of it. The Klingon is connected to the most advanced life support systems throughout the operation.

two levels of scanning, the encoding sequence for the new tissue can begin as time is a critical factor in such a procedure.

Stumbling blocks

The reading of DNA information is extremely complex; if the unit encounters any problems it will alert the surgical team with an audible signal immediately. Such a problem is encountered with Lt. Worf's dorsal root ganglia, caused by his complex Klingon physiology. The scan can be continued manually with a **neutronal scanner**, although this procedure takes slightly longer. Once the information is complete, the production of the new tissue can commence, with it surgically re-integrated into the patient. The genetronic replicator is then used to stimulate rapid tissue regeneration, indicated by a white band of light pulsing downward within the DNA sequencer probe. Dr. Russell's revolutionary invention ultimately proves successful, and while her efforts are later applauded, Dr. Beverly Crusher still finds Russell's developmental methods ethically unacceptable.

BODILY REPLACEMENT

New parts

The replacement of damaged organs has been a familiar procedure in medical history since the late 20th century. By the 24th century, however, the replacement of organs and even entire limbs has taken a revolutionary turn, as artificial bodily parts have become more readily available.

Captain Jean-Luc Picard is one of many individuals to have undergone a cardiac replacement procedure in which his own heart – which was severely injured in a fight with a Nausicaan – is replaced with a synthetic unit.

Nog of *Deep Space Nine* gains an artificial leg in 2375, when his own limb is irreparably damaged during battle. The Ferengi takes time to adapt to his new leg, but it proves to be no hindrance to his mobility.

Change of heart

Jean-Luc Picard is stabbed through the heart by a Nausicaan while at **STARBASE EARHART** in 2327. In order to save his life, surgeons perform a cardiac replacement procedure.



Scarred

Nog retreats into **Vic Fontaine's holoprogram** in an attempt to deal with the psychological problems caused by the loss of his leg.



Heroic efforts

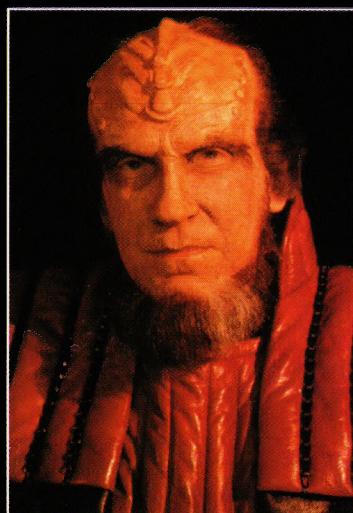
The surgical team attempt to save Worf's life on the operating table. Fortunately, his redundant biological functions save him.



STAR TREK VI: THE UNDISCOVERED COUNTRY Index

Part 2 The delicate negotiations between the Klingon Empire and the United Federation of Planets are threatened by those who have chosen to conspire against the peace in favor of all out war. It is left to Captain James T. Kirk and the crew of the *U.S.S. Enterprise NCC-1701-A* to save civilization as we know it one last time.

KLINGON PERSONNEL



Chancellor Gorkon
File 48 Card 4

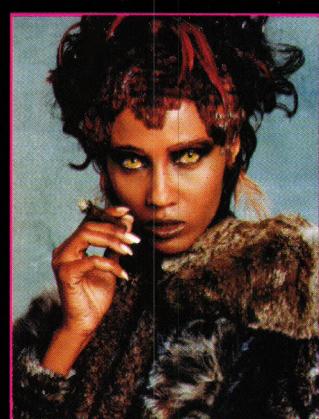


Azetbur
File 48 Card 4A



General Chang
File 48 Card 22

MARTIA



Martia
File 54 Card 2

► Martia is a Chameleon, a creature who is able to alter her shape at will.

CHANG'S BIRD-OF-PREY



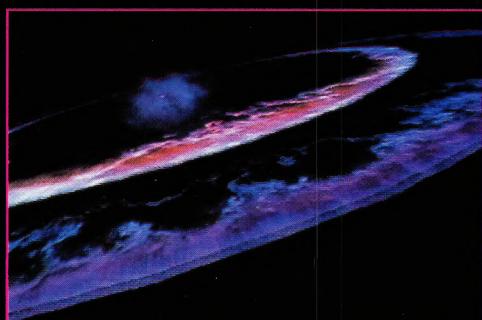
► A large button that glows red when pressed is used to fire photon torpedoes while the BIRD-OF-PREY is cloaked.

Chang's BIRD-OF-PREY
File 34 Card 4B



► General Chang's prototype KLINGON BIRD-OF-PREY has the ability to fire its weapons while it is still cloaked. This gives it a tactical advantage in battle.

PRAXIS

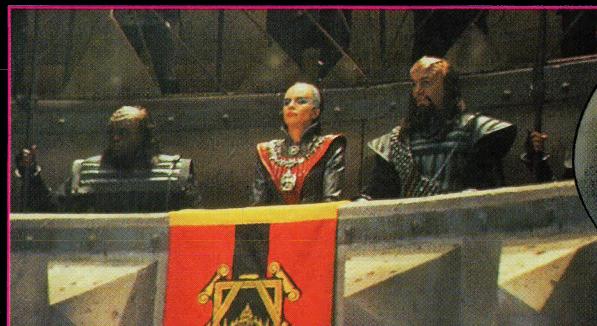


► Praxis is the Klingon Empire's key energy production facility. The ozone layer is heavily polluted by the devastation caused by the moon's destruction.

KLINGON JUSTICE

► Prisoners of the Klingon Empire are judged in towering courtrooms packed with spectators who freely shout at the accused. A piercing shaft of light illuminates the prisoners while they are interrogated by an official.

Klingon Justice
File 11
Card 19

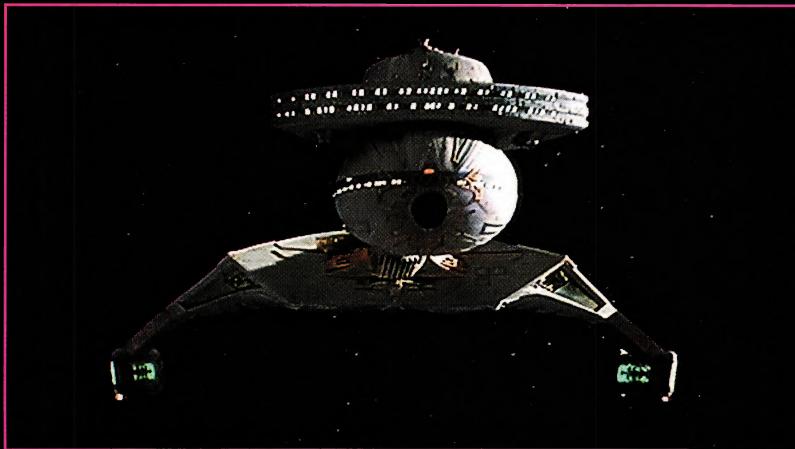


► Alien species who are unfamiliar with the Klingon language are provided with chunky universal translators when they stand trial in a Klingon court.



STAR TREK VI: THE UNDISCOVERED COUNTRY Index Part 2

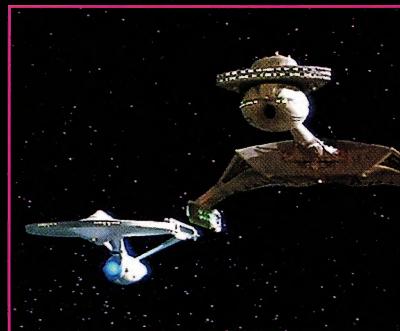
KRONOS ONE



◀ **KRONOS ONE** is a **KLINGON BATTLE CRUISER** that has been adapted to carry the Chancellor of the High Council through space.

▶ **KRONOS ONE** is accompanied by the U.S.S. **ENTERPRISE NCC-1701-A** as it carries Chancellor **Gorkon** to peace talks on Earth.

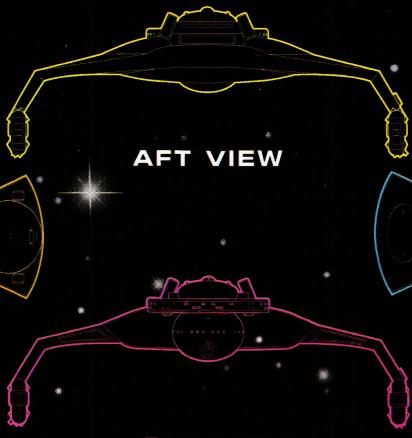
KRONOS ONE
File 34
Card 13



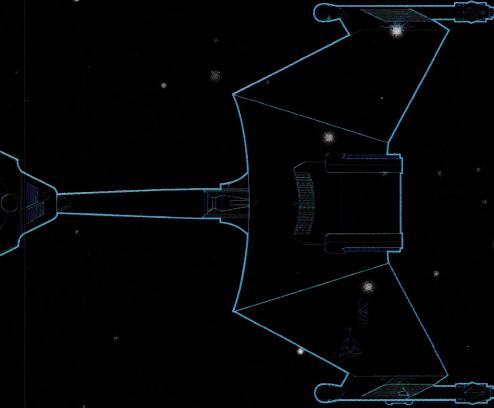
VENTRAL VIEW



AFT VIEW



DORSAL VIEW

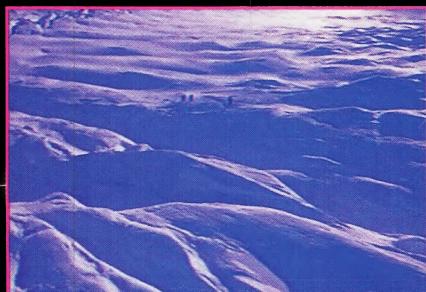


FORE VIEW

RURA PENTHE

Rura Penthe
File 11
Card 25

▼ **Rura Penthe** is the Klingon Empire's most feared penal colony. It is located on an ice-covered planetoid deep within Klingon space. The harsh surface conditions, allied with the grueling work regime for the prisoners has resulted in Rura Penthe being christened the "alien's graveyard."



◀ A number of grizzled Klingon warriors ensure the smooth running of the Rura Penthe penal colony. Punishment for any misdemeanors involves releasing inmates onto the surface where they face certain death from exposure.

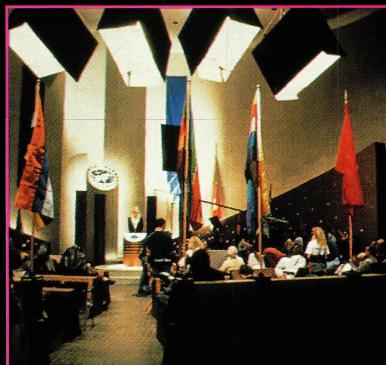
CAMP KHITOMER

Khitomer
File 11
Card 12

▼ **Camp Khitomer** plays host to the rescheduled peace talks.



▶ A wide range of delegates from many species are invited to take part in the peace talks between the United Federation of Planets and the Klingon Empire at Camp Khitomer.

STAR TREK VI:
THE UNDISCOVERED
COUNTRY FILES

SECTION 1: GUIDE TO THE STAR TREK GALAXY

11	12	KHITOMER
11	19	KLINGON JUSTICE
11	25	RURA PENTHE

SECTION 3: NON-FEDERATION STARSHIPS

34	4B	CHANG'S BIRD-OF-PREY
----	----	----------------------

SECTION 4: PERSONNEL FILES

48	4	CHANCELLOR GORKON
48	4A	AZETBUR: A LOYAL DAUGHTER
48	22	GENERAL CHANG
54		SHAPESHIFTERS
54	2	MARTIA: DOUBLE-CROSSER

SECTION 6: STARSHIP LOG

77	STAR TREK VI: THE UNDISCOVERED COUNTRY	
----	--	--

M

update

MeV

One million electron-volts, a volume of energy associated with particle accelerators. The **Doctor**'s cure for **Kes**'s time-traveling problem was a series of 10 and 15 MeV **anti-chronoton** energy bursts. (*Starship Log: 'Before and After'* [VOY]) **SEE FILE 71**

MIDAS Array

The **Mutara Interdimensional Deep Space Transponder Array** is a massive experimental communications system first developed in 2376. **Lt. Reginald Barclay** used the array to establish two-way communications with **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Life Line'* [VOY]) **SEE FILES 32, 71**

magnetic plasma guides

This form of containment field acts like a pipe for super heated ionized plasma gas, speeding it from the **warp core** to a **warp drive** component. (*Starship Log: 'One Little Ship'* [DS9]) **SEE FILES 28, 70**

Mala [2]

Mala was an old friend of **Icheb**'s, who was with **Yivel** and **Remi** when the boy returned home and was reacquainted with his parents. Icheb did not recognize any of his old friends. (*Starship Log: 'Child's Play'* [VOY]) **SEE FILES 18, 71**

Maldorian Station

This **Delta Quadrant** facility was stationed near an area of space patrolled by **Lokirrim Vessels**. The **U.S.S. Voyager NCC-74656** used the **Maldorian Station**'s maintenance facilities in 2377. (*Starship Log: 'Body and Soul'* [VOY]) **SEE FILES 18, 71**

Malvin, Miss

Primary school professional who, some time around 2355, saved the life of young **Daniel Byrd** by rescuing him from **B'Elanna Torres**'s wrath. (*Starship Log: 'Juggernaut'* [VOY]) **SEE FILE 71**

Manis, Ensign

Crew member on the **U.S.S. Voyager NCC-74656**. In 2375, Mannus succumbed to acute space sickness in the mess hall. This event was reported to **sickbay** seven minutes before it happened. (*Starship Log: 'Relativity'* [VOY]) **SEE FILE 71**

Mareeza

Female opera composer who lived on the time-differential planet. Mareeza and the **Doctor** were roommates during his stay on her world, and they had a son, **Jason**. The Doctor performed Mareeza's **Skylight** aria. (*Starship Log: 'Blink of an Eye'* [VOY]) **SEE FILES 18, 71**

Maril

Young, unmarried female school teacher. In 2377, Maril counted **Will Riker** among her friends and allowed him to set her up on a blind date with **Reginald Barclay** on **Tiburon**. (*Starship Log: 'Inside Man'* [VOY]) **SEE FILE 71**



The MIDAS ARRAY allows Starfleet officers on Earth to communicate with the U.S.S. VOYAGER NCC-74656, stranded in the Delta Quadrant.

Markonian Outpost

Sizeable, multi-purpose space station with recreational, commercial, and engineering resources. **U.S.S. Voyager NCC-74656** instituted an open house policy while docked at the outpost, despite **Tuvok**'s predictions that this would leave them vulnerable to damage and theft. (*Starship Log: 'Survival Instinct'* [VOY]) **SEE FILES 42, 71**



The MARKONIAN OUTPOST is a vast floating trading post deep in the Delta Quadrant that plays host to ships and visitors from several races.

Marna

Friendly, photometric character in the **Vori Larhana Settlement** simulation. Marna, **Penno**, and **Karya** were among the peaceful villagers who sheltered and fed **Chakotay** during the **Starfleet** officer's indoctrination against the **Kradin**. (*Starship Log: 'Nemesis'* [VOY]) **SEE FILES 18, 71**

Mars Command Module

Portion of the 2032 **Ares IV** spacecraft. The 45-meter long, 92-metric ton orbiter used an **ion drive** and a **transpectral imager**. The module was sighted in the **Delta Quadrant** in 2376. (*Starship Log: 'One Small Step'* [VOY]) **SEE FILES 33, 71**

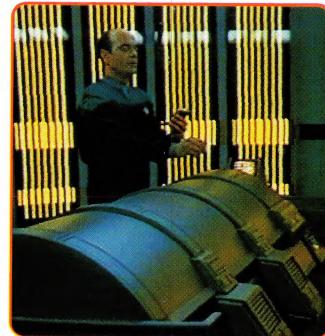
Marsupial Surprise

Meal served to visitors by **Neelix** aboard the **U.S.S. Voyager NCC-74656**, during the **Markonian Outpost** cultural exchange open house. The guests quickly consumed the two kilos of pouches in stock. (*Starship Log: 'Survival Instinct'* [VOY]) **SEE FILE 71**

Martha, Aunt

Relative of **Kathryn Janeway** who promulgated an overstated history about their ancestor **Shannon O'Donnell**. Martha O'Donnell's stories inspired the young Janeway to join **Starfleet**. Martha was unaware of O'Donnell's true life story. (*Starship Log: '11:59'* [VOY]) **SEE FILE 71**

MeV
MIDAS Array
magnetic plasma guides
Mala [2]
Maldorian Station
Malvin, Miss
Manis, Ensign
Mareeza
Maril
Markonian Outpost
Marna
Mars Command Module
Marsupial Surprise
Martha, Aunt
McMillan, Lt.
McMinn
Medal of Commendation, Starfleet
Meg
memory engrams
memory virus
memory, eidetic
Mendez [2]
message buoy
Metro Plaza
Mezoti
microcellular scan
micron
microprobe
microvirus
Millennium Gate



The MARKONIAN OUTPOST is a vast trading post in the Delta Quadrant that plays host to ships from many races.



Data on the MARS COMMAND MODULE was contained in the data banks of the ARES IV spacecraft.



McMillan, Lt.

Female peer of **Shannon O'Donnell** in NASA's astronaut training program. McMillan, a former claustrophobic, was selected to copilot a four-month mission on the international space station. (*Starship Log*: '11:59' [VOY]) **SEE FILE 71**

McMinn

Crew member aboard **U.S.S. Voyager NCC-74656**. In 2376, McMinn and colleague **Gibson** were victims of an electrical discharge from a **micro-nebula** life form after McMinn activated gas venting from Deck 7. (*Starship Log*: 'The Haunting of Deck Twelve' [VOY]) **SEE FILE 71**

Medal of Commendation, Starfleet

Honor presented by **Starfleet**, commemorating an extraordinary deed performed by an

Captain Kathryn Janeway bestowed this medal on the **Doctor** after he saved the **U.S.S. Voyager NCC-74656** from the **Hierarchy**, a feat he achieved by pretending he was in command of the entire ship. (*Starship Log*: 'Tinker Tenor Doctor Spy' [VOY]) **SEE FILE 71**

Captain Janeway ensured that the Doctor's bravery in saving the U.S.S. VOYAGER was formally rewarded. He was awarded a medal in a formal ceremony attended by many of his friends and colleagues.



Meg

Woman who left Earth in 2360 on the **S.S. Santa Maria**, as part of the **Orellius colony** community led by **Alixus**. Meg died in 2370, from a disease on her new home. (*Starship Log*: 'Paradise' [DS9]) **SEE FILE 70**

Meg's hopes for a new and improved life on a distant world ended in tragedy.

memory engrams

SEE engrams

memory virus

Brain parasite that masquerades as a memory engram. It is capable of manipulating a host's brain to produce nourishing peptides. It is millions of years old, but was not detected until 2373. (*Starship Log*: 'Flashback' [VOY]) **SEE FILE 71**

memory, eidetic

Enhanced abilities marked by a facility to recall images in great detail and accuracy, even if glanced only briefly. The ability is often known as photographic memory. **Kes** and **Seven of Nine** both possessed eidetic memories. (*Starship Log*: 'Eye of the Needle' [VOY]) **SEE FILE 71**

Mendez [2]

Male **Engineering** crew Member on the **U.S.S. Voyager NCC-74656**. When the ship was involved in a major overhaul in 2377, Mendez was tasked with finding the source of a sudden power drain. (*Starship Log*: 'Nightingale' [VOY]) **SEE FILES 29, 71**

message buoy

SEE recorder marker

Metro Plaza

Shopping mall situated near downtown, or metropolitan, Los Angeles. In 1996, **Rain Robinson** agreed to a meeting with **Henry Starling** at Metro Plaza, as she believed a public venue offered safety. ('Future's End', Part II [VOY])

SEE FILE 71



Mezoti is one of the lucky few people who has regained their individuality after enduring life as a Borg drone.

microcellular scan

Examination of processes within the cells of a life form, often for medical and diagnostic purposes. A microcellular scan was performed by **Dr. Beverly Crusher** on **Reginald Barclay's** **Urodelean flu**. (*Starship Log*: 'Genesis' [TNG]; 'Visionary' [DS9]; 'Non Sequitur' [VOY]) **SEE FILES 69, 70, 71**

micron

One-millionth of a meter in distance. After **Neelix's** lungs were stolen by the **Vidians**, he was held in an **isotropic restraint** that permitted no more than two microns of movement. (*Starship Log*: 'A Matter of Honor' [TNG]; 'Phage' [VOY]) **SEE FILES 69, 71**



Neelix faced life in a holographic version of an iron lung until Vidian medical technology enabled Kes to donate one of her lungs to him.

microprobe

Extremely small scanning device, capable of collecting and broadcasting telemetry from space as well as from within a living body. A **Class-4 microprobe** was used to irritate a large life form. (*Starship Log*: 'The Cloud') **SEE FILE 71**



Yuta, the last surviving member of a Clan Traesta, tried to wipe out her people's enemies with a microvirus.

microvirus

Microbes engineered to inhibit autonomic bodily functions in individuals with a certain DNA sequence, such as those belonging to **Acamar III's Lornak** clan. A microvirus is an effective murder weapon. (*Starship Log*: 'Vengeance Factor' [TNG]) **SEE FILE 69**

Millennium Gate

Building in Portage Creek, Indiana, which was one kilometer tall and had a 3.2 kilometer base. It was constructed, with help from **Shannon O'Donnell**, in the 21st century as a combination biosphere and shopping mall. (*Starship Log*: '11:59' [VOY]) **SEE FILES 44, 71**